COMPUTER Gaming World

March 1988
Number 45
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Science Fiction Issue

"From Asimov to Zelazny"

Science Fiction Writers Discuss Computer Games



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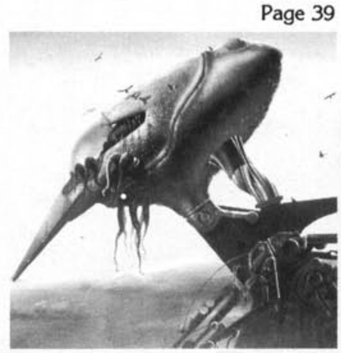
March 1988

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FEATURES

DEPARTMENTS

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TAKING A PEEK

Accolade
20813 Stevens Creek Blvd.
Cupertino, CA 95014

CARD SHARKS: As described in "The Rumor Bag" of CGW #44, this game allows the player to play against five different computer opponents at blackjack, hearts, or three different kinds of poker. Ever wondered what it would be like to play cards with three world leaders (Gorb, Maggie, and Ronnie) and be part of the table talk? This game offers a very tongue-in-cheek version of that scenario. C-64/128 ($29.95). Circle Reader Service Card #1.

THE GRAPHICS STUDIO: In addition to what users expect from paint programs and graphics editors, this productivity tool allows the ability to "pick up" any portion of the artwork and alter the size, flip it, rotate it, change the color palette, generate a graduated color spread, capture an 8 x 8 pixel pattern, as well as edit and store it, and use mirror symmetry effects. Amiga ($49.95), Apple IIGS with 768K ($59.95). Circle Reader Service Card #2.

PLASMATRON: A suicide mission is one thing, but this sci-fi arcade game features the dirtiest double-cross since Rambo Part II. The player is allegedly supposed to pilot his Plasmatron craft to an deserted colony, but it turns out that the planet is overtly hostile.

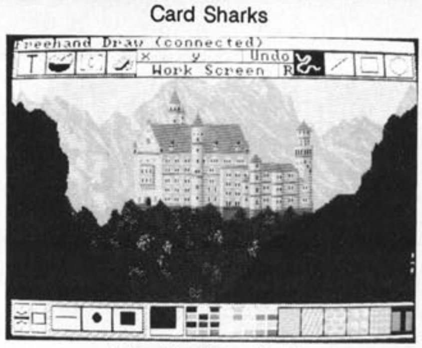
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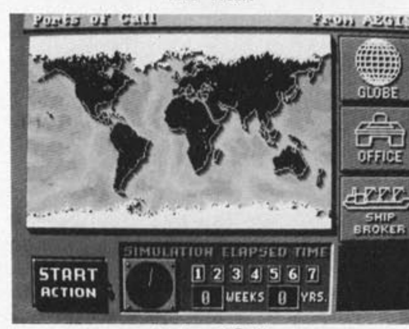

Card Sharks



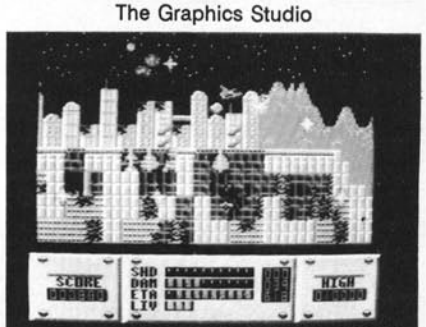
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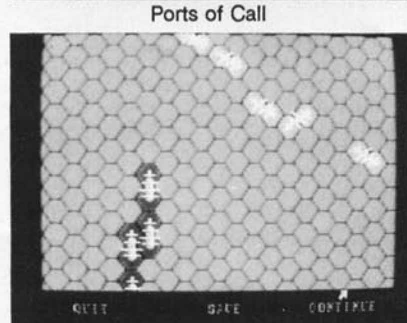
The Graphics Studio



Ports of Call



Plasmatron



Wooden Ships & Iron Men

Players must locate the alien colony and neutralize all life forms if they want to survive. C-64/128 ($14.95). Circle Reader Service Card #3.

THE TRAIN: Injured Resistance fighter, Le Duc, and heroic leader, Pierre Le Feu, are the principals in this action/adventure hybrid dealing with the theft of a train full of art treasures. Challenges involve operation of the train (stoking the boiler, setting switches and keeping correct pressure in the boilers), avoidance and damage control with regard to enemy traps and sabotage, and fighting out of ambushes with the front and rear mounted machine guns or mid-train 50 mm cannon. C-64/128 ($29.95). Circle Reader Service Card #4.

Aegis Development Inc.
2210 Wilshire Blvd. Suite #277
Santa Monica, CA 90403

PORTS OF CALL: Worried about the trade deficit? This game offers a simulated chance to help reduce it, contribute to it, or, more profitably, work both sides of the ocean. In this clever economic game with stunning graphics, one to four players establish their own shipping companies, buy ships, choose cargo and ports, establish the most efficient travelling speed, and cast off. With "Beginner," "Expert," and "Genius" levels to compete at, this "Software with Hard Facts" should be challenging for a long time. Amiga ($49.95). Circle Reader Service Card #5.

Avalon Hill Microcomputer Games
4517 Harford Road
Baltimore, MD 21214

WOODEN SHIPS & IRON MEN: If you liked the board version of this game or enjoy miniatures rules for American Revolutionary War to Napoleonic eras ("Don't Give Up The Ship" for example), you will enjoy this program which offers a referee, opponent, construction set, and 25 preset scenarios. The game has kept the miniatures/boardgame look and feel, while streamlining play. C-64/128 ($35.00). Circle Reader Service Card #6.

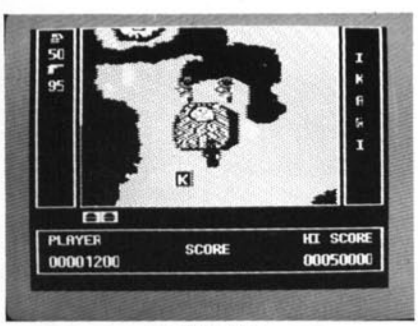
Data East
470 Needles Drive
San Jose, CA 95112

IKARI WARRIORS: For eleven consecutive months, the coin-op version of this action-oriented guerilla warfare game was listed in the top five. The plotline reminds us of "Apocalypse Now," but players who demand fast action and colorful effects will enjoy facing the enemy guerilla fighters in this game while equipped with gun and hand grenades. It is even possible to find additional weaponry or use a tank at various points in the game. Apple II ($34.95), IBM ($39.95). Circle Reader Service Card #7.

KID NIKI: Like this totally radical warrior ninja is truly committed to happily ever aftering with this princess who really knocks you out with her awesome do, a totally terrific spike for miles and miles. So, like if you really, really want to get physical with seven totally rad levels of warriors, dragons (lizards for scales and scales), and monsters to gag you fer sure, this is really, really the arcade game fer you. Apple II ($34.95), C-64/128 ($29.95). Circle Reader Service Card #8.

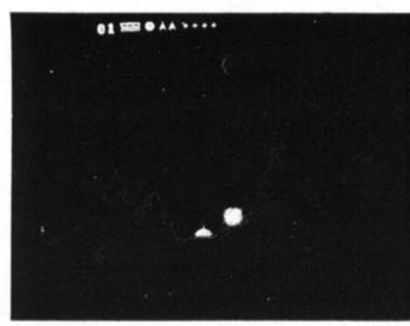
SPEED BUGGY: A fast-moving conversion of the coin-op arcade hit, based loosely on dune buggy racing. Sound effects, colorful graphics, and five different courses make this

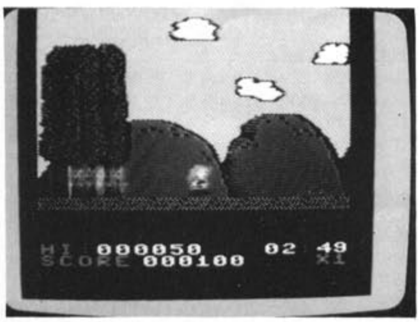
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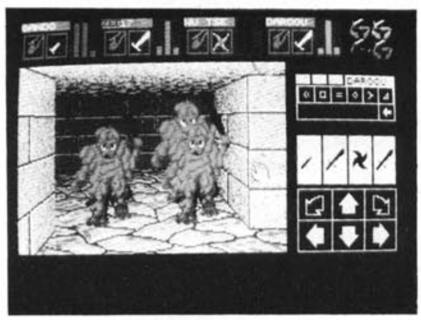
Ikari Warriors

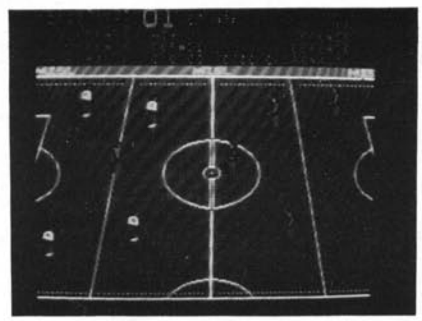

Speed Buggy


Oids



Kid Niki


Dungeon Master


MISL Soccer



"Steppe"ing On Our Toes ("Russia" Revisited)

In the October issue of CGW, Mr. M. Evan Brooks made a number of complaints about *Russia* in a review of the game. Most of these were in a section headed "Documentation and Other Problems." As far as I can determine, the main problem was that Mr. Brooks has not read the documentation. The points are listed below.

The review states that "terrain effects are not delineated" and that "fortified cities are not mentioned." Page 43 of the manual states under **Combat Mechanics:** "A terrain effect is generated by evaluating the defender's hex, the six hexes adjacent to it and the intervening hex sides. Rivers and cities add to the defensive value . . .". [Ed. Note: It is true that terrain effects are described on page 43. However, it seems to us that the description of terrain effects is important enough in a wargame to warrant giving at least a section heading to it. It is easy to overlook the above description as presented (i.e. a comment in the fifth paragraph of the section on combat mechanics).] While page 46 states, under **Fortifications:**, that "the fixed fortifications associated with cities are the same as level 3 fortifications."

The review states that "hits are simply undefined." Page 43 of the manual explains losses and hits in some detail and concludes: "In summary, a total combat factor is calculated, compared with a combat effectiveness value to produce a number of hits which are then related to a terrain effect to decide how many of the hits become actual casualties." Hits are your unmodified striking power, losses represent how much of that power was actually felt after all defensive benefits had been calculated. The actual combat routines take four pages to describe so there is no simplistic formula to trot out. However, Mr. Brooks may safely take hits as ultimately being representative of bullets.

The review claims that "neither fatigue levels . . .nor troop quality . . .nor supply state is stated." Menu 13 (Select Korps/Army) provides Experience, Fatigue, and overall Status for each Korps. These levels are in clear and irreducible English. Page 32 of the manual explains each of the sections of the Korps/Army display. Supply (and Admin) is given as a number out of 7 (not a single word status) in the bottom section of the display. Clearly Mr. Brooks is confused, but I'm not sure why. The information is there.

The review alleges that "the documentation is silent as to the effect (of the loss of important objectives). Page 55 lists the effects of the capture of a capital city. Page 56 explains Regions. "LAST RESORT" is, in fact, a region attached to Moscow.

However, we didn't tell you that Siberians are purple (although it seems an obvious color for people who reputedly slept in snowdrifts).

There are a few other points which are more philosophical in nature. The most contentious of these is the Supply/Rail lines. Mr. Brooks wants to know when they will arrive. Let me put this in what I hope is an American perspective. If Amtrak had to build three separate transcontinental railroads in the face of poor terrain and decidedly hostile natives, how much faith would you put in their schedules? After one campaign game of *Russia*, you will know as much as we do about the mysteries of railway construction.

However, you should look at the design routines to obtain the supply allowances of the different Korps/Army types, which we didn't tell you. This, together with the information in the manual on page 42 and the communications values printed on the map will enable you to determine Korps/Army LOS.

The manual in *Russia* is already 64 pages long. A manual written to accommodate Mr. Brooks' reflexive requirements for total information would be so large as to be useless. One of humanities strongest talents is the ability to make informed decisions on the basis of incomplete and contradictory information. If that isn't a description of the job of a military commander, I don't know what is. If Mr. Brooks took his own advice and was "willing and able to think in new concepts," he (and we) would be a lot happier.

Gregor Whiley
General Manager, SSG
Drummoyne, NSW, Australia

We welcome such responses, especially if we have overlooked something. In spite of these particular disagreements, we at CGW agree with our readers who rate "Russia" in our top ten strategy games, that the game is (using M. Evan Brooks' own words) "a 'player' and one to be seriously considered for inclusion in the 'Wargamer's Essential Library."

Joust Wondering

In *Defender of the Crown*, we all get disgusted with the jousting. What's the catch?

Chuck Sullens
Spokane, WA

Kellyn Beeck gave some pointers on this in the August-September, 1987 issue of CGW (#39). In summary, you should pay attention to your opponent's joust ratings and make certain that the tip of your lance hits the small black target (box) on your opponent's shield. In the Amiga version, the target is smaller if your opponent is a proficient jouster. In the other versions, the target is larger if the player's character is a proficient jouster.

"Forum" Rejection Letter

Admit it. *Computer Game Forum* is nothing more than *Computer Gaming World* on the off months. It might as well have the same name.

Chris Ciccarello
Norcross, GA

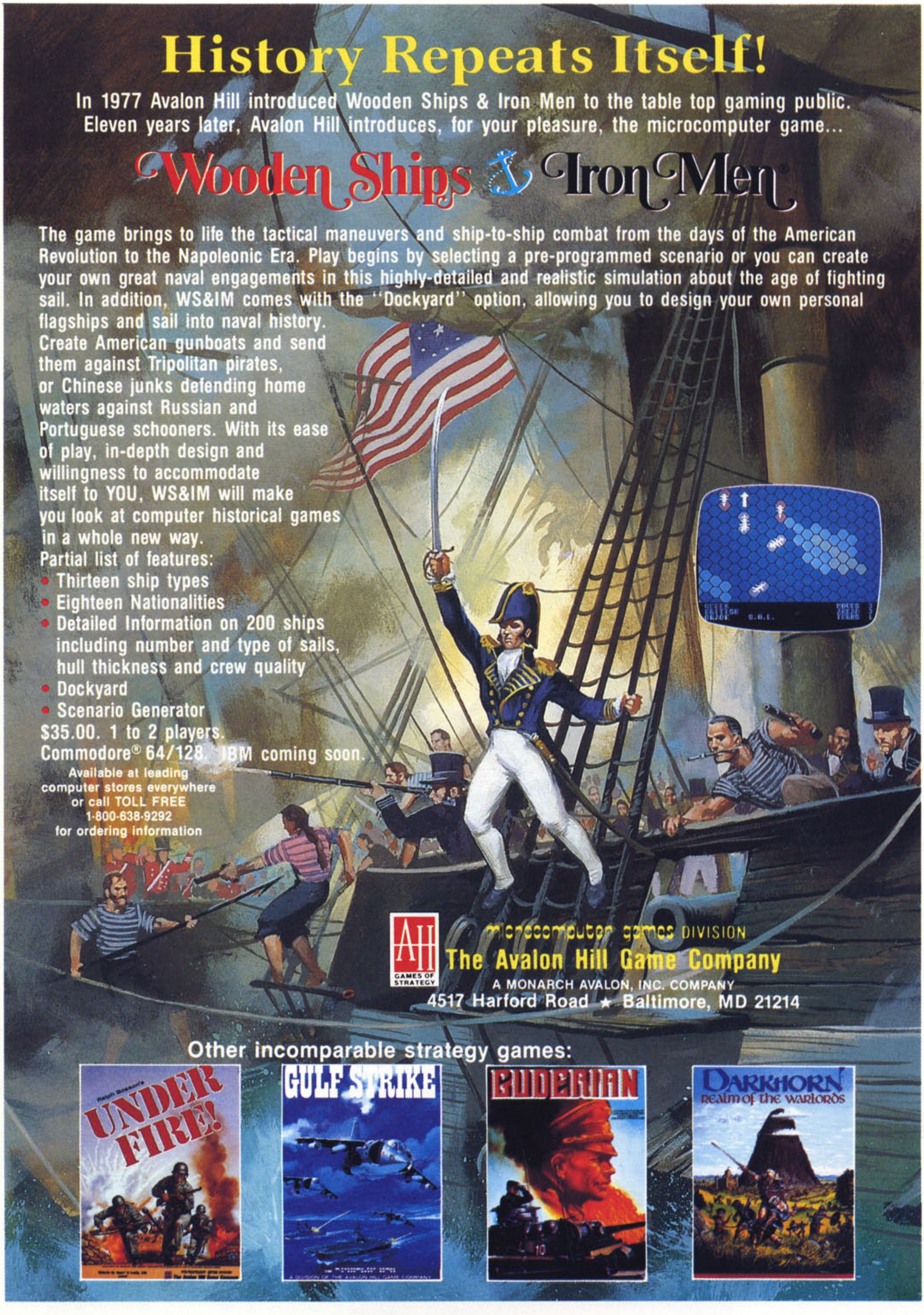
Okay, we will admit it. Now that CGW is monthly, CGF is nothing more than CGW during the off months. We hope you will admit that we tried some different kinds of articles in CGF, though. We also hope you will like the inclusion of those articles in CGW.

The Fact Patrol

Just got number 40 of CGW containing your review on *Rommel At Gazala*. There are two errors of fact in the review that I feel are worth comment.

First, though you are most correct that we do not wish to have the player aware of exact supply paths to maintain viewpoint, you are not correct about being unable to relieve units that have been cut off and become out of supply and/or out of command. Clearing the area between the units so positioned and their upper level HQs will bring them back under control. But this clear line must be to the HQ in command of those units and from that HQ to its higher HQ, etc. If the HQ for the units has been sent elsewhere or completely destroyed (most unlikely) or the HQ is

(Continued on page 54)


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SPACE QUEST

by Scorpia

For those who were unable to solve the original adventure before the sequel was released, Scorpia offers her walk-through of the original Space Quest.

Spring is in the air, the time when a young grue's fancy turns to. . . . . hmmm, well, maybe we'd better not go into that (this part of the year, I have to keep a close eye on Fred, but don't let it worry you. . . he's really harmless! Really!). Anyway, the nights are still a bit chilly, so draw your chair up close to the fire, and we'll take a look at an out-of-this-world excursion tour.

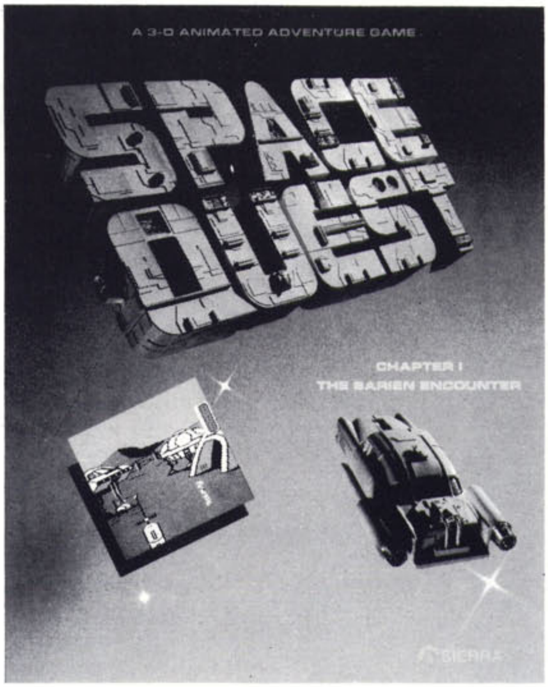
Space Quest sends players on a journey to track down and destroy the Star Generator so that it cannot be used by the Sariens, evil alien invaders. The game has 3-D graphics, and both joystick and keyboard input. It is also a very linear adventure: adventurers move along from location to location, solving all puzzles in one area before moving on to the next. Once a person has left a location, there is no going back, so it's very important to solve all the puzzles and pick up all the necessary objects, before going on to the next step.

Frequent saving of the game is a necessity. Not only are there many ways of dying quickly, but portions of the adventure are semi-arcade in style and will probably take players several tries to get through them. Fortunately, the save disk allows up to 26 positions, and the save itself is very fast (restoring, however, is another matter, which we'll come to later).

Play begins on the starship Arcada, which has just been boarded by the Sariens, in search of the Star Generator. As the lowly janitor, who would rather nap than mop, you manage to sleep through most of the action. This is probably a good thing, too, as the Sariens have killed just about everyone else on board the vessel.

Thus, the first task is to get off the ship, which will soon blow up, leaving behind no evidence of the Sariens' nefarious handiwork. This is easier said than done, because the place is crawling with the aliens, any of whom will shoot you dead on sight. Since you have no weapons of your own, it is best to remain out of sight if you possibly can. The Sariens' shooting is both fast and accurate.

Expect to do a lot of restoring as



you move your animated figure around the ship, finding out where things are and how to work them. Remember to look at everything, not only now, but later on, as there are no text descriptions in the game. Careful attention to the graphics will often mean the difference between life and death. Take everything that isn't nailed down, since all the objects have a purpose.

In this portion of the adventure, there is one location where you will have to wait awhile for someone to show up. There are no indications of this in the game. If you happen to walk through the particular room and no one is there at the time, you could easily miss something essential to completing the quest.

Once you're sure you have everything there is to be found, it's time to leave the doomed Arcada via the escape pod. This will take you to the planet Kerona, where you survive (just barely) a crash-landing in the desert. Be certain to look around here carefully before moving on.

As to where you should move on to, a little trial and error should show you which direction is the only safe one. This brings you to a rocky area, where sooner or later a nasty Sarien spider droid will appear. Guess who it's looking for?

You'll have to deal with the Spider before going any further. Unfortunately, you still have no weapons. Perhaps, however, Mother Nature will provide for you, if you can find the right spot. This is one of the arcade-type sequences, so be sure to save the game before you do anything.

Once the spider is disposed of, you can continue on your merry way, until you find yourself in a series of caves. The first one isn't much, but the second one has a live geyser and a grate in the floor. I wouldn't get too close to that grate if I were you.

As you look around, you notice that there doesn't seem to be any other way out of this cave. Of course, looks can be deceiving. There's probably an exit somewhere, but most likely it will require a little action on your part before you can see it.

The next cave is a bit nasty. The pool is pretty, but deadly. However, the real trick here is finding the exit. You have to position yourself just right, and this may take several tries. Keep at it, though, and you should be able to get out.

Then again, maybe you won't be too thrilled at reaching the cave beyond, as some laser beams are blocking your path. You won't be able to move or climb around them, and you certainly can't jump over them. Still, there is a way to deal with this

(Continued on page 49)

THE BEST STAR-FIGHTER

A Comparison of Space Arcade Games

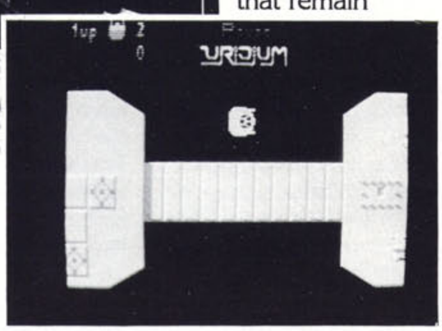
by David M. Wilson

In the depths of all of our beings, there is a portion of our personalities that we refuse to acknowledge. There is, in the pit of each of our souls, a passion for violence, destruction, and ruin . Civilization, as we know it, shuns this inborn quirk. Nevertheless, those who will admit their "killer" instincts may find some delight in wreaking havoc throughout an imaginary future universe. For those so inclined, there are a wealth of arcade-style space games available.

Uridium

Uridium focuses on a lone "Manta" fighter which continues to fight the deadly onslaught of the relentless "Super-Dreadnoughts," huge crafts which carry fighters in much the same fashion that today's ocean-going aircraft carriers transport fighter jets. The Manta fighter skims along the surface of the Super-Dreadnoughts, fighting enemy "bogies" and trying to destroy all of the fighters that remain docked. Finally, the Manta lands on the surface of the ship and initiates the destruct sequence. If the player is fortunate, the larger ship is destroyed. Of course, this battle is only preliminary to conflict with another Super-Dreadnought.





TITLE:	Uridium
SYSTEM:	C-64/128
PRICE:	$29.95
DESIGNER:	Andrew Braybrook
PUBLISHER:	Mindscape Northbrook, IL

Uridium offers high-quality graphics which reflect depth of field on the surface of the Dreadnought. Players must complete 15 levels of play in order to win the game. Perhaps the most outstanding factor in the game, however, is the ease with which the Manta handles. Many games allow players to move up and down on the screen, but Uridium allows the player to move vertically or even, to make a quick full-reverse roll. The fighter's handling characteristics make this game a joystick jockey's dream.

Mini-briefing: Players should avoid the temptation to become so mission-oriented that they avoid the fighter squadrons and concentrate on destroying the "mother ship." It is quite simple to avoid the fighter squadrons, but it is detrimental to the mission efficiency rating (score) because the program awards bonuses for fighter squadrons which are completely eliminated.

Delta Patrol

Delta Patrol, on the other hand, does not maneuver nearly as well. In this game, imported by **Electronic Arts** for their *Amazing Software* line, the Delta Sector is billed as though it were the "baddest neighborhood in space." The sector is filled with derelict ships and alien bandits, as well as mysterious destructive forces. The graphics are not especially exciting and the game reminds this reviewer of the old Atari 2600 game, *Megamania*. The theme revolves around blasting space junk and alien fighter squadrons. Players are space cops with a license to disintegrate.

There are some enhancements that make Delta Patrol interesting, however. As players fly through the sector, they gain credits for destroying formations, though they may, in turn, be attacked by some formations and experience a decrease in credits as a result. While players must avoid gray icons or face obliteration, players who fly through the blue icons can pick up special weapons. Weapon enhancements include: extra speed, increased rate of fire, multiple fire (which enables fighters to fire from rear, port, and starboard), a protector (a weapon which looks like a spinning ball of shrapnel), a warper (the ability to slow down the enemy while maintaining one's own speed at a constant rate), and the Supa Shield (the ultimate protection versus enemy fire). Unfortunately, players encounter these icons randomly and it is difficult to decipher the symbols as they appear on the screen. Nevertheless, all of the blue icons are worth having if the player can manage to maneuver over them.

Mini-briefing: Players should note the easily discernible pattern with regard to enemy waves of attack. Waves of enemy fighters generally alternate between the top and bottom of the screen, although there are some pinwheels and spiral formations to offset the monotony. The secret is obvious, however, simply get in front of the enemy column and they will follow their leader into your laser beam like lemmings to the sea.

Magnetron

Magnetron, **Broderbund**'s latest release, offers a different challenge. In this game, the fighter pilot (player) must destroy fortresses in the Magnetron Galaxy. The handling of the Photon fighter is a bit more complex than that of the other games mentioned because it reacts realistically in zero gravity and must be controlled through the use of thruster rockets.

The fortresses consist of four different walls that the player must navigate. There are solid walls that cannot be destroyed regardless of the amount of firepower directed at them. Contact with solid walls will destroy the player's craft. Then there are permeable walls that both weapon fire and fighter craft can easily pass through. Brittle walls can be destroyed by weapon fire, but trying to fly through them will destroy both wall and fighter. Elastic walls are those which both fighter and weapon fire bounce off. This can be helpful when one desires to place a strategic burst of cannon fire into an otherwise inaccessible target. The only procedure for determining which properties a wall has is firing at them and watching the reaction of the weapon fire.

Destroying all of the cannons shorts out the fortresses Magnetron Generators, but players will first want to pass over the fuel cells with their shields on, which causes the fuel to be drawn up into the ship. If players fail to take on fuel their ship will explode.

A unique quality of the Magnetron is the "Galaxy Editor." This option allows players the ability to design their own Galaxy and build their own fortress. By using this mode players can create more challenging fortresses to destroy. By designing their own fortresses, players have the pleasure of playing the evil genius designer of the fortress, as well as being the liberator of the sector.

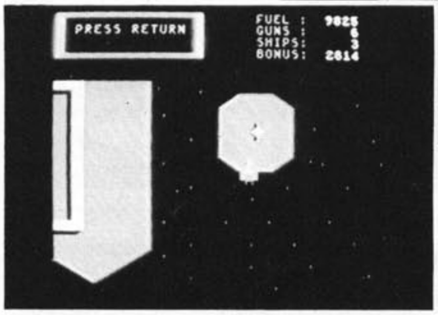
Mini-briefing: The secret to success in Magnetron has to do with learning to control both the ship and its shield. Pulling back on the joystick activates the shield which protects players from enemy cannon fire (but not from solid walls). Players should practice the game using the "Holographic Simulator" (a practice mode which can simulate 49 of the 50 fortresses) in order to master the mechanics of the game, as well as pick out the nuances of each fortress design.

Parallax

In *Parallax*, distributed by **Mindscape**, the player and his fellow astronauts are assigned to explore the surface of a planet which is inhabited by aliens. The planet is divided into five separate sections and one of those sections houses a central computer which is engaged in a plan to attack the earth. The player and his allies must attempt to destroy the computer in order to foil the attack.

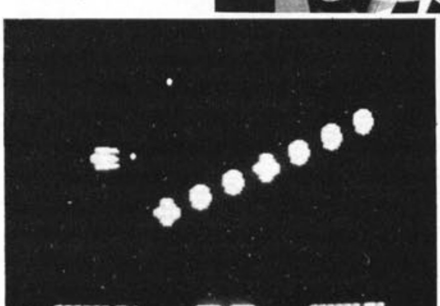
One of the cleverest aspects of this game is that it is not strictly a space combat game, but also, an adventure game of sorts. Players must attack enemy fighters, land their fighters, and proceed to the nearest hangar. Inside the hangar, they will find either a mad scientist or a security robot. Players must stun the scientists or destroy the robots, depending on which they encounter. Stunned scientists will yield I.D. cards. Inserting cards into the computer will give a portion of the password which is needed in order to get into the next zone. When the final password is entered into the correct terminal of the Epsilon zone (the other zones are Alpha, Beta, Gamma, and Delta), the computer is automatically destroyed.





TITLE:	Magnetron
SYSTEM:	C-64/128
PRICE:	$24.95
DESIGNERS:	Randy Wilson Brian Wilson
PUBLISHER:	Broderbund San Rafael, CA



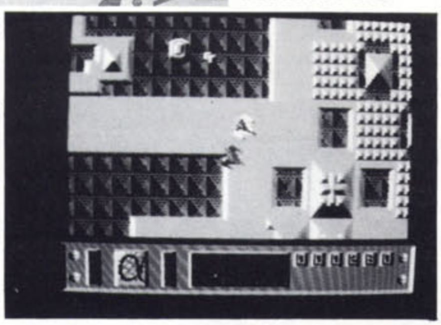


TITLE:	Magnetron
SYSTEM:	C-64/128
PRICE:	$24.95
DESIGNERS:	Randy Wilson Brian Wilson
PUBLISHER:	Broderbund San Rafael, CA

Mini-briefing: One of the hardest mechanics to

master in this game is getting the landing gear up or down and verifying the appropriate position. If the gear is not in the proper position, it can damage the ship. Since the computer view does not picture the gear, players must rely on the computer to tell them the position of the gear. If the player is concentrating on something else on the viewscreen, he could be in trouble.





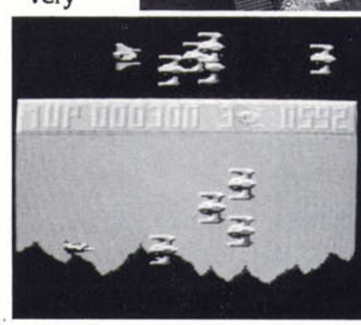
TITLE:	Parallax
SYSTEM:	C-64/128
PRICE:	$29.95
DESIGNERS:	Chris Yates Jon Hale
PUBLISHER:	Mindscape Northbrook, IL

Sanxion

Sanxion seems similar to the classic coin-op arcade feature, *Defender*. Sanxion pilots are required to exterminate the alien invaders in their sectors. That task accomplished, pilots must pass a training course which consists of: shooting drones, colliding with drones, or picking up drones while avoiding other barriers.

Sanxion has its own "Fastloader". When compared with the loading time of most C64-128 games, the speed with which Sanxion loads is very much appreciated. Further, even though its sister game, Delta Patrol, did not have a fastloader, the fact that the game booted automatically on the C-128 is also appreciated.





TITLE:	Sanxion
SYSTEM:	C-64/128
PRICE:	$19.95
DESIGNER:	Stavros Fasoulas
PUBLISHER:	Electronic Arts San Mateo, CA

Mini-briefing: Controlling one's speed is the key to this game. There are times when discretion is the better part of valor and the player is advised to speed past enemy ships. At other times, the player must be careful not to be disoriented by the dual view of his ship's progress shown on the screen.

The Challenge

Looking for something to appease those deep violent urges you have been sublimating? Wanting to try your hand at challenging those "bad guys" from another universe? Well, now that you bloodthirsty earthlings know something about those space games floating about your time continuum, go buy the game of your choice and boot up your computer with your lasers blasting! The allure of digitzed space debris beckons you.



"You're pond scum, McGibbits!"
THE MAD LEADER
Infiltrator II
by Chris Gray
Fly your Gizmo™ DHX-1 Attack Chopper to three totally new, totally challenging ground missions. Can you hack it, Johnny "Jimbo" McGibbits?
MINDSCAPE
STICK IT TO THE MAD LEADER 3 NEW WAYS
Jimbo Baby McGibbits is back—in Infiltrator II—where you'll find two of the hottest action categories: combat helicopter simulation and three new military adventures.
Step into Jimbo Baby's boots and get back into the action—where action means neutralizing a deadly nerve gas, nullifying a few neutron bombs and subtracting one Mad Leader from this old globe.
Feeling up to it, Jimbo? Or have those five course meals and fancy dolls turned your mind to mush?
MINDSCAPE INC
MINDSCAPE
Visit your retailer or call 1-800-221-9884 for VISA and MasterCard orders. To purchase by mail, send your card number and expiration date, check or money order for $29.95 (Apple II family, IBM & compatibles and C64 & C128) plus $3.00 handling to Mindscape, Inc., P.O. Box 1167, Northbrook, IL 60065. Allow 3-5 weeks for delivery. Lawyers like this part: © 1987 Mindscape, Inc. Mindscape is a trademark of Mindscape, Inc. Apple, IBM and Commodore are registered Trademarks of Apple Computer, Inc., International Business Machine and Commodore Electronics, Ltd., respectively.

Ready or Not, Here They Come!



Computer Games In 1988

A Report on the Winter Consumer Electronics Show

The Alexis Park Hotel in Las Vegas, Nevada is usually known for being more restful, dignified, and sedate than the typical "Vegas Hotel." There are no gaudy lights adorning its exterior and there is no casino to clutter its interior. On the first night of the Consumer Electronics Show, however, it was the site of **Electronic Arts**' fifth anniversary party. There was plenty of flash and color inside the party location. From displays from each of the company's five years of existence (which featured promotional items, packaging and display art, promotional video-tapes,etc.) to the colorful sushi bar with its corporate symbol ice sculpture, this was a celebration for the entertainment software industry comparable to a movie premiere. Game designers, producers, corporate presidents, and the press networked together in an informal atmosphere of banter and badinage.

At the conclusion of that party a bouquet of helium balloons (from the party decorations) was launched into the night sky. It landed in Panhandle, Texas where Ken and Glenda Ware found it while feeding their cattle (see sidebar). Those balloons symbolize the fact that people who do not even know what a WCES is, are going to find it affecting their lives. The effect of many events at the show will be felt by consumers all over the globe throughout the coming year. With software sales for home computer systems expected to reach the $2 billion range in 1988 (Electronic Industries Association estimate), there should be plenty of turbulence, innovation, and excitement that will touch us all.

Turbulence: When Superpowers Divide

With the emphasis on marketing trumpeted throughout the industry, there seems to be a polarization into two large "camps" with numerous satellites. It used to be that one thought simultaneously of **Electronic Arts** with the idea of **Affiliated Labels**, but **Activision** seems to be aggressively pursuing **Affiliated Publishers** as a major portion of their strategy for 1988. Even though several major entertainment software companies (like **Broderbund**, **Mindscape**, and **Microprose**) have their own distribution networks, and other publishers prefer to deal directly with traditional distributors (such as **Computer Software Service, SoftSel**, and **SoftKat**), notice how many publishers line up with each of the big two.

Activision lists the following companies as "Affiliate Publishers": **System 3** (*The Last Ninja*, and *World Karate Championships* in Europe); **Sierra** (*King's Quest*); **New World Computing** (*Might and Magic*); **Lucasfilm Games** (*Maniac Mansion*); **Absolute Entertainment** (Atari 2600 games); **Microillusions** (*Faery Tale Adventure*); **Access** (*Tenth Frame, Echelon*); **Firebird** (*Guild of Thieves, U.M.S.*).

Electronic Arts delineates the following as "Affiliate Labels": **Alturas** (producers of the *MAXX Steering Yoke*); **Arcadia** (*Aaargh* and *Rockford*); **Datasoft** (*Alternate Reality* and *Tomahawk*); **Game Designers Workshop** (*Road to Moscow*); **Interstel** (*Star Fleet I* and *Empire*); **Quantumlink** (support system for the on-line service); **Paragon** (*Alien Fires 2400 A.D.*); **Reality Technologies** (*What They Don't Teach You At Harvard Business School*); **Sierra** (*Leisure Suit Larry* and *Thexder*); **Software Toolworks** (*Chessmaster 2000*); **Strategic Studies Group** (*Battlefront*); **Virgin Games** (*Scruples* and *Monopoly*); **First Byte** and **Design Software** (producers of utility and productivity tools).

Note that **Sierra** has agreements with both companies. And, though not listed separately by **EA**, **Lucasfilm Games** also has agreements with both companies.

Even the published financial data on the two "camps" looks similar. **Activision** reported net revenue of $26.6 million in fiscal 1987, while **Electronic Arts** reported revenues of $30 million in fiscal 1987. *[Ed.: Note that the same fiscal year may not follow the same calendar months in both corporations.]* Bruce Davis, President of **Activision**, cheerfully opened his remarks to the press with a look at his record and a quip which obliquely referred to James Levy's resignation. "We've been making money and we plan to continue it . . . forever . . . and if we don't, you can talk to the next guy." Trip Hawkins, president and founder of **Electronic Arts** couched his printed remarks in terms of economic conquest. "Now that Electronic Arts has achieved a leadership position in the United States, we plan to replicate that success worldwide by creating effective international distribution organizations and attracting local talent for program development." Although **Ac-**

tivision is currently the largest licensor of United States' entertainment software to Japan and **Microprose** has been developing a strong world-wide distribution network, **EA** has recently formed wholly owned subsidiaries in Japan and the United Kingdom, while purchasing **Entertainment and Computer Products (ECP)** in Australia.

Innovation: Dotting the CD-I

The most intriguing advance in entertainment technology may be the advent of **Compact Disc Interactive**. With the capacity to store 660 MB on a disk, use sixteen channels of audio, and offer broadcast quality animation more than 100 times the present 68000 machine capabilities, the potential is awesome. With CD-I players expected to hit the scene in the next eighteen months or so, *CGW* wondered what the major software producers are doing to prepare for the next leap in technology. **Sir-Tech Software** is willing to go on record and state that the company is aggressively pursuing the software possibilities with regard to CD-I. Rob Sirotek was so excited about the work being accomplished by **Macrocom, Inc.** (designers of *The Seven Spirits of RA*) that he suggested some of the *Seven Spirits* screens were like ". . . videodisc simulations of CD-I." Those in the IBM world who have never seen sixteen colors supported by a CGA card will want to take a look at the sophisticated action/adventure game recently released by **Sir-Tech** (see upcoming review).

Electronic Arts is the most vocal about their interest in the technology, but outside of having Greg Riker on staff as Director of CD-I development, they haven't affirmed that they have any software projects on the drawing board. Bing Gordon, vice-president of the company's entertainment division, likened their interest in CD-I to "missionary work" in the new technology. "One of the things **EA** tries to do is be on the leading edge of technology and this means research and, consequently, risk." This relates closely to Gordon's response when asked why the company supported the expensive *GenLock* device in the *Deluxe Video* series. "We saw a prototype that blew us away. We thought it would come down in price and become a consumer item. We're still a sucker for neat stuff." According to Gordon, "People here at **EA** just want more audio-visual horsepower in order to milk it creatively, so when something new on the horizon promises the extra horsepower, we get pretty excited."

Even though Riker demonstrated a development system (with potential CD-I game elements) to a San Francisco-based CD-I interest group, Gordon likened the new technology to the "pre-black box" stage on the Amiga. He went on to suggest that while current projects, as well as research and development, will eventually dovetail into CD-I products, there are no specific CD-I products currently in development.

Imagination: Cinemaglare

One of the most consistent approaches to enhancing entertainment software's ability to tell stories was to use cinematic approaches. **Infocom** and **Tom Snyder Productions** have put together a storytelling system called *Infocomics*. Using the idea of an interactive camera, the product allows users to change between the various character plot lines. The stories follow a classic comic book style format. But the actual "viewing" of the story (we can't really say "playing of the game") feels more like using a VCR to move around a video taped movie. Users can observe a story unfolding and read the descriptions at three different speeds (slow, default, and fast). At fast speed, this may even work as a tachistoscope to improve reading speeds. *Lane Mastodon vs. The Blubbermen* is the first release in the series and features Steve Meretzsky's '30s era spaceman from *Leather Goddesses of Phobos*. *ZorkQuest: Assault on Egreth Castle* and *Gamma Force: Pit of a Thousand Screams* will be the next releases. Priced at $12, these stories (which run 3-5 hours long) are not intended to compete with traditional interactive games, but should prove popular in their own right. Infocom plans to release several series of titles within the Infocomics line. At the $12 price level Infocom is betting that users will want to collect each new "serialized" adventure as it comes out.

Cinemaware has long been noted for its designs which put the user in a movie setting. *The Three Stooges* may be the most successful, yet. Instead of presenting a generic story as in *Defender of the Crown* or *King of Chicago*, the designers have built the game around actual movie sequences. The arcade sequences are derived from famous "Stooges" bits. For example, Curly had trouble eating oyster soup in *Crackers*. Players will have the same problem in the arcade sequence where "live" oysters try to eat the crackers before the player can spoon them. In "Tapper," their catering service degenerated into a food fight that preceded *Animal House* by generations. The arcade sequence is a pie throwing competition based on that scene. As if the design wasn't enough of a tribute to the "Stooges," the game uses 160 digitized sounds from the movie soundtracks (They had to compress a full megabyte of sound to accomplish

Unidentified Aircraft Over Los Alamos, Please Identify Yourself!

by Russell Sipe

At the conclusion of the Electronic Arts 5th Anniversary Party (held during the WCES show in Las Vegas) I was given one of the helium balloon bouquets to take "home". Can you imagine how I felt standing in a taxi cue line, balloons in hand, watching someone in front of me trying to stuff their 12 balloon bouquet into the cab for the ride to their hotel? It looked pretty silly! Now, I don't mind being silly. It's one of the things I do best. But I like to be silly on my own terms! So rather than face the inevitable look of incredulity on the face of a cab driver, I took my business card, tied it to my festive bouquet, stepped out under the midnight sky, and while a dozen folks cheered me on, released my calling card into the night. We all had a good laugh, and returned to our hotel rooms.

The following week, having forgotten about the incident, I got a letter in the mail from Glenda and Ken Ware of Panhandle, Texas which read, in part, "My husband and I were feeding cattle near our home this past weekend when we came across a deflated balloon with your business card attached. We live in a rural area thirty miles east of Amarillo, Texas. Thank you for taking the time to attach your card to the balloon, we find it interesting to find such."

After speaking with the Wares by phone, just to rule out the possibly of a practical joke, I checked it out on the map. Assuming a steady easterly wind that night, the balloons would have traveled eastward out of Las Vegas, passed over Lake Mead, the Grand Canyon, at least two military restricted air spaces, the Los Alamos National Laboratory, the other Las Vegas (ie. NM), and Amarillo, TX before coming to rest in a field outside Panhandle, some 750 miles later.

I was so impressed that I considered using this technique to deliver subscriber copies in the future. However our circulation department shot down the idea.

it.). The other first quarter offering from **Cinemaware** will be *Rocket Ranger*, a tribute to those "Rocketeer" type serials. The cinematic enhancement for this adventure (in an alternative future where the Nazis won World War II) is the use of "Real Talk" by actors and actresses to carry the dialogue. This means that professionals speak the lines and then, the sounds are synthesized, compressed and stored on the disk to be played during the game. *[Ed. Note: At press time CGW learned that Cinemaware will set up their own distribution channel, ending their relationship with Mindscape.]*

In addition, **Strategic Simulations, Inc.** has confirmed that they are working on an interactive movie product to be set in the "Forgotten Realms" environs of their *Advanced Dungeons and Dragons* license. **Sierra** will release *Manhunter*, a science fiction story by the authors of *Ancient Art of War*, later this year. This animated adventure, surrounding a detective in an alien-occupied New York City, will use split-screen animation and advanced windowing effects to offer a cinematic perspective. **Epyx** is using camera angle tricks from television to enhance their new *The Games—Winter Edition*. The design team has studied lots of videotape in order to portray a feel of network television coverage by adding point of view camera angles. The company also uses the perspective of video surveillance to spice up their detective game, *L.A. Crackdown*, where the player acts as senior detective in gathering evidence against a major drug ring. **Mindscape** is expected to release a fantasy role-playing game, entitled *Citadel*, during March which not only offers the most unique character creation scheme that we have seen, but offers different person and time perspectives. How does the product accomplish the latter? It is made possible by allowing more than one player to play in the same adventure at different times. How does it accomplish the former? It does so by allowing the character to choose his/her parents and even decide how he/she spent their time in adolescence. In addition, the three-dimensional viewpoints and digitized sounds reflect cinematic influences.



Chuck Krogel (L) of SSI discusses computer RPGs with Richard Garriot (Lord British) and Kathrine Roy of Origin Systems



A bank of computers demonstrating the upcoming releases from Electronic Arts in the EA press suite



Some of the Affliated Publishers with Activision display their wares in the Activision press suite

Imagination: The Angler Zone and Other Virgin Territory

Another general observation surrounding the industry is that there seems to be broadening subject matter with regard to games. **Interstel** is about to release a bass fishing simulation for the Atari ST. Designed by Roger Damon, *Gone Fishin'* requires the player to simulate casting to the best spots and choosing the right lures in order to catch the fish.

A new company called **First Row** is releasing a game about television network programming. In *Prime Time*, one to three players become network programming directors a la "Fred Silverfish" and attempt to develop strategies which will cause their networks to win the ratings wars. This game can be as simple as buying programs and dropping them into time-slots or as complex as developing network promotional spots to hype the new shows. In addition, the company is releasing *Dr. Dumont's Wild P.A.R.T.I.*, a science-fiction adventure from Michael and Muffy Berlin (*Cyborg*, *Infidel*). In this adventure, a fictional scientist named Dr. Dumont turns the player into a "Subonaut," the first human to experience sub-atomic life. The game fictionalizes some of the biolink problems associated with a true AI and human brain interlink.

Sierra's new *Gold Rush* adventure is a natural for a company located in the heart of California's gold country. It is also a natural for a company that is unafraid to risk new approaches to educational software. *Mixed-Up Mother Goose*, a successful adventure for very young children, has sold almost 25,000 units in its first two months. *Gold Rush* is historically accurate according to Sierra's John Williams. They plan to promote the product as a suitable teaching tool in the secondary education market.

Cosmi plans to tap the success of *Inside Trader* with a similar approach to the world of mega-mergers, *Corporate Raider*. The game is supposed to involve everything from "junk bonds" to "green mail." Another economic simulation with a different angle is **First Row**'s *The Financial Time Machine*. This product covers stock market environments from 1930 to the 1980s and also enables players to use four separate and continuously updated portfolios to test out different investment strategies in the same market environment. Another angle is presented in **Reality Technologies**' *What They Don't Teach You At Harvard Business School*. Based on the 1986 bestseller, players attempt to learn the secrets of networking, negotiation, and management by developing a simulated sports management agency.

Computerization of familiar games from other formats continues, but certain twists have been added. **Accolade** has added a new dimension to computerized card games by spicing the table with distinctive opponents in *Card Sharks* (see "Rumor Bag" in *CGW #44*, p. 48). **Virgin Games** has accomplished a similar feat by programming colorful personality profiles into the computer version of the popular *Scruples* board game. The latter company is also releasing a computer version of *Monopoly*. Unlike the public domain versions of the popular board game, however, this one includes a built-in banker/referee, options for a full or short game, time clock, and complete musical score to go with the familiar Atlantic City real estate.

In the realm of challenging puzzles on computers, **Spectrum Holobyte** already has players of *Solitaire Royale* and *Soko-Ban* burning the midnight kilowatts. At this show, the company was

demonstrating a Russian puzzle game involving fast moving shapes which have to be organized to fill up a limited space.

Finally, previous games have touched on the uncomfortable subject of terrorism, but **Cosmi** and **Paragon** are taking the risk of focusing upon the subject in two major releases. The former is offering an adventure game entitled *The President Is Missing* in which players will discover and evaluate clues to not one, but two intricate plot lines. The latter is offering an action/adventure hybrid entitled *Twilight's Ransom* and containing enough gun runners and Latin revolutionaries to keep Ollie North and and Dick Secord busy for years.

Superb Performance: Look and Squeal

It is also obvious that products are looking better. Bill Fisher, who heads a conversion group which does IBM translations for **Data East**, feels that most action programs for the IBM run too slowly and look inferior to other machines. In the translation of *Lock-On*, a dogfight style arcade game, Bill's **Quicksilver** conversion group managed to speed up the game by using four bits per pixel and enhancing the frame rate to 5-15 frames per second (depending on how fast the machine's processor actually works). This enables the screens to look nice and scroll fast, as well. The soon-to-be released version of *Lock-On* supports either EGA or CGA, but **Data East** is currently holding off on VGA.

Sierra seems to be leading the pack in VGA support by means of their Japanese action imports like last year's *Thexder* and this year's *Silpheed*, a three-dimensional space extravaganza with super deluxe dogfighting. In fact, this show reflects the heavy swing toward EGA support in recreational software products. **Sir-Tech**'s *Seven Spirits of Ra* supports both CGA and EGA, as does **Datasoft**'s *Tomahawk* conversion, **Accolade**'s recent *Test Drive* port, **Origin Systems**' *Ultima IV* translation, and **EA**'s exciting new *Futuremagic*. **Firebird**'s *Guild of Thieves* port requires EGA card if one wants more than a text only game. In addition, **Three-Sixty**'s exciting *Harpoon*, a simulation of modern naval warfare, is expected to require an EGA card. Finally, Joel Billings of **Strategic Simulations, Inc.** stated that newer IBM products from that company would be EGA available. It certainly appears that there will be less magenta and blue to kick around in the future.

Superb Performance: Ulti-mates

One handy feature for fantasy gamers which will be appearing with increasing frequency throughout 1988 is automapping. Although programs like *Phantasie* and *Beyond Zork* have offered this in the past, the feature will appear in **SSI**'s *Questron II* and **EA**'s *The Bard's Tale III: The Thief of Fate*. This feature should be a welcome standard in the field.



A portion of the expansive Nintendo booth


Sid Meier (L) and Tom Clancy discuss the upcoming "Red Storm Rising" computer game with the staff of CGW



The Microprose Press Suite in the penthouse of the Sahara was impressive

Fantasy gamers will want to watch for a plethora of titles in early '88. *Microillusions* is ready to release *Land of Legend*, a beautifully crafted fantasy setting which will allow players to use their *Bard's Tale* or *Ultima* characters. In addition, there will be a dungeon construction set based on the game to allow players to create their own dungeons after they have finished *Land of Legend*. This will be a separate product to be released, later.

The Bard's Tale III: The Thief of Fate from **Electronic Arts** will have more of a storyline than its prequels. Written by Michael Stackpole of pen/paper RPG renown, this game involves adventuring in seven different dimensions of war and exploration of the ruined city of Skara Brae (demolished by the mad god, Tarjan!). With almost 240 spells (including two new spell classes to discover), puzzles that are more fair and semi-linear in nature, and an altered maze style, this one promises to be interesting. In addition, there are no VZGL surprises. One's character must learn the spells and the new bard songs. No player can give the other player an answer.

Strategic Simulations, Inc. plans an entire line of *Advanced Dungeons and Dragons* products based on the *DragonLance* and *Forgotten Realms* worlds. The first release will be the computer role playing game based on the *Forgotten Realms* world. Many of the screens have that *Bard's Tale* look, but other screens will emphasize peripheral vision, as well as depth when characters approach the player's party. The program will use *AD & D* tactical combat rules and will guarantee role-playing by providing non-player characters with honest reaction rolls. The parties which include NPCs will be liquid in the sense that an NPC may decide to leave at any given moment because of what a player character has done.

Other products in this line will include: a utility program for DungeonMasters, an action game based on the *DragonLance* world, an interactive movie game set in the *Forgotten Realms* environment (with a possible link-in to the CRPG), another *Forgotten Realms* CRPG, a *DragonLance* CRPG, and, provided the first utility program sells, another utility program.

New World Computing is expected to release the second chapter of *Might and Magic* during the latter part of the year, but were not ready to release specifics about the new product. **Omnitrend**, however, has taken the look and feel of their *Breach* game and translated that into a fantasy campaign entitled *Paladin*. The action is smooth and colorful, but the digitized sound effects are really top-notch. This adventure will stress some role-playing elements which the designers feel have been missing in other games.

Science Fantasy will also be well represented in 1988. **Electronic Arts** will release the long publicized *Return to Atlantis* with its ten interrelated scenarios. However, the company is extremely proud of its *Futuremagic* release. Joe Ybarra, Vice President of the Interactive Stories Division, believes that this release will out-Starflight Starflight. Ybarra suggested, "*Starflight* showed that

characters in a fantasy game could be as rich as characters in a novel, and that's even more true in *Futuremagic*." The key to this, according to Ybarra, is the ability to have "context-sensitive" conversations with characters where the program keeps track of what players know and takes into account what they have already accomplished. On top of that feature, the graphics are remarkable.

A Reaction for Every Action

Perhaps, a side effect of the **Nintendo** boom or a result of cross-pollenization with the European marketplace, there is a resurgence of action titles slated for 1988. Action designer Steve Cartwright has joined **Accolade** in order to continue that company's tradition of excellence with regard to action games. In the meantime, the company will soon release *Bubble Ghost*, a maze game with a cute twist. The very different look of this game relies on a ghost blowing a bubble through the maze. It certainly sounds easier than it is.

Epyx will not only be releasing its own action titles, but will distribute six of **U. S. Gold**'s and some of **Palace Software**'s, as well. From **U.S. Gold**, *Dive Bomber* puts the player in the pilot's seat of a torpedo bomber on a mission to sink the Bismarck; *Street Cat* is an urban obstacle course for alley cats, a tongue-in-cheek "Games" approach with cartoon characters; and *Metrocross* is a real time urban obstacle course where players avoid rats, negotiate hurdles, hurdle potholes and evade green slime tiles. From **Palace**, the number one bestseller in Europe (known there as *Barbarian*) appears as *Death Sword*. Smooth graphics and excellent sound effects ornament this action/adventure where the player faces screen after screen of guards in order to rescue a princess from an evil sorcerer. Of **Epyx**' own titles, *Street Sports Soccer* is expected to be distinctive from the first two games in the series in that it will be a "joystick buster" in addition to the familiar features of the *Street Sports* line. One great looking new game is *4x4 Off-Road Racing* which will feature a strategic set-up, four different courses, ability to customize one's own vehicle and purchase supplies, plenty of off-road terrain challenges, and a "demon truck" to defeat. **Data East** is excited about *Speed Buggy*, a translation of its arcade hit which is available for both the C-64 and Atari ST, as well as the previously mentioned *Lock-On* and the soon-to-be available *Karnov* conversion. **Activision** is touting the home computer version of *Rampage*, while **Arcadia** believes it has gone them one better with *Aaargh* and its three dimensional graphics on the Amiga. **Datasoft** has entered the robotics war zone with *Battle Droidz*, a science fiction game where the player's mining droids fight against the computer's droids with a dazzling array of different weapon types. Further, *The Rubicon Alliance* offers another space fighter simulation. **Sierra**'s *Silpheed* dogfighter and popular *3-D Helicopter Simulator* will soon be accompanied by a *3-D Tank Simulator*.

Flight simulations continue to proliferate. **Mindscape** has repackaged their *High Roller* product as a *Harrier* simulator and tweaked it up for the Amiga. **EA** has a flight and combat simulation for the Amiga which is modeled after the *F-18 Hornet* and the *F-16 Falcon* (as seen on CGW #44's cover, courtesy of **General Dynamics Corporation**). This program allows take-offs and landings on a carrier and offers six different missions armed with Sidewinder missiles, Sparrows, and unlimited cannon fire. In addition, **Cosmi** has recently released *Super Huey II*.

Perhaps, the most important release in the action category is the *Arcade Game Construction Kit* from **Broderbund**. This product will combine seven sample arcade games derived from different arcade types and four different (and powerful) editors to create one's own arcade game (Actor Editor - for characters/monsters, Sound Editor - for sound effects and tunes, Level Editor - for special effects and map building blocks, and Environment Editor - for the interfacing). This product will let users design their own "shoot-'em-ups," "maze chases," and "climbing/jumping games" for their friends (no master disk required) with no programming skill needed.



Tom Nash (L) of Mindscape describes releases to CGW staffers (l to r) Johnny Wilson, Carole Andrews, and Roy Wagner, who peer at unseen monitor



Larry Bond takes CGW editor Sipe through a hands on demonstration of Harpoon



(l to r) Chuck Bueche, John Fachini, Richard Garriott (all of Origin Systems); Tom Carbone (Omnitrend); Russell Sipe; Shay Addams (Questbusters)

Imagination: War Powers Rap

Two of the products gendering the most excited comments were war games, even though neither product looks like a traditional wargame. Larry Bond, a former U.S. Naval officer, defense consultant, and regular NATO wargames referee, has an interest in both projects. As godfather to Tom Clancy's youngest child and collaborator on the best-selling *Red Storm Rising*, he is interested in the success of **Microprose**'s licensed product by the same name. As the designer of **GDW**'s board/miniatures game, *Harpoon*, he is intricately involved in **Three-Sixty**'s computer version of *Harpoon*. Bond demonstrated the game-in-development to CGW. The first release of the game will include the program, basic data, documentation, and a scenario disk entitled, *Showdown in the North Atlantic*. The strategic screen looks fabulous in EGA mode and uses actual U.S. Navy symbology. In addition, the game is designed to make the player take on the role of fleet commander. Difficulty levels will reflect actual United States Naval Policy. In "Weapons Free" mode, the Staff Assistant (X.O.) will perform necessary actions for combat/defense; in "Weapons Hold" mode, the S.A. will ask for confirmation before performing necessary actions; and in "Weapons Tight" mode, the S.A. will have to be specifically ordered to perform necessary actions. Asked why certain naval authorities downplayed the readiness of surface fleets, Bond referred to the fact that there are no pay incentives for surface ship duties and that naval aviation and submarine duty is both flashier and more operational than surface duty. Nevertheless, he offered a rationale for the game and his interest in the subject by stating, "I happen to think surface ships are sexy. Maybe I'm weird."

(Continued on overleaf)

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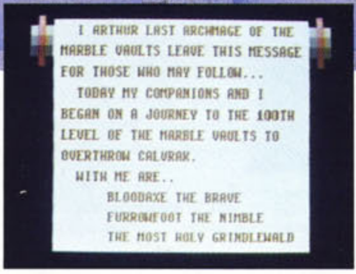


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Certainly those who play *Harpoon* will not think so.

Microprose is excited about *Red Storm Rising*. Clancy, who talked to four or five different companies before settling on **Microprose**, is also excited, "After seeing the product, I am convinced that we picked the right company. The Navy will be using this product!" Although Clancy would like to see an X-Ray Alpha game based on the ASW portion of the book, the first release will deal strictly with the nuclear submarine, *U.S.S. Chicago*. Familiar scenes from the novel form a wrapping for the main portion of the game, the submarine-to-submarine combat. Blade counts, noisemakers, torpedoes, active/passive sonar, and the other tricks of the trade are included.



Broderbund's upcoming Arcade Game Construction Kit looked good

Datasoft is marketing another Clancy title, *The Hunt for Red October*. This first person oriented strategy game puts the player in the role of Captain First Rank, Marko Ramius. Marko must evade both NATO and Warsaw Pact vessels in order to successfully defect to the Western Bloc in this icon-driven game of stealth, strategy, and speed which simulates command of *Red October*.

In addition to these titles, more traditional wargames are still expected. **Strategic Studies Group** has adapted the *Battlefront* system for American Civil War battles. New wrinkles include profiles of various headquarters units as "Heroic," "Bold," and "Cautious," (the latter is according to Greg Whiley, ". . . a nice word for not being very adventurous."); the ability to recover cohesion (combat efficiency) when not under fire; and an ahistorical "Radio Option" to allow users to familiarize themselves with the game mechanics before submitting to command restraints. **Strategic Simulations, Inc.** may have a breakthrough game in its new *Panzer Strike*. Joel Billings III, president of the company, likens it to "*Kampfgruppe* done right on the *Squad Leader* scale." Further, the company is pleased with *Sons of Liberty*, the American Revolutionary War release, but even more excited about the oft-discussed **Napoleonics game** due to be released before mid-year. The game will feature less direct control than previous games. The player will set the initial objective and all other command procedures will be affected through expenditure of operation points.


Joel Billings of SSI shows off one of the Advanced Dungeon and Dragons Computer Game display units which will be seen in stores this summer

Those who are ready to take on opponents via modem in a more abstract conflict will eagerly await **EA**'s *Sport of War*. With millions of maps, symmetrical for both sides, the game should have a long shelf-life. Playing pieces, somewhat reminiscent of Cytron Masters include spies, grunts (tanks), boomers (artillery), and riders (cavalry) with which players attempt to invade their opponent's portion of the map and kill the communications center. Cosmi will build on its "computer-computer simulation" approach with *Navcom 6*, a defense of the Persian Gulf simulated by Paul Norman. **Datasoft** recently released *Tobruk*, a hybrid strategy/first person game on North Africa, but promises to offer a more interesting concept in *Global Commander* The latter game will make the player into an omniscient diplomat/tactician who must use his communications network, S.D.I. defense, "killer" satellites, standing army, and spy organization to forge worldwide peace. Another promising game with interesting overtones for wargamers will come from **Cinemaware**. Imagine a map of Japan akin to the strategic map in *Defender of the Crown*. That will be the centerpiece of this "Shogun era" game of feudal conquest and diplomacy.

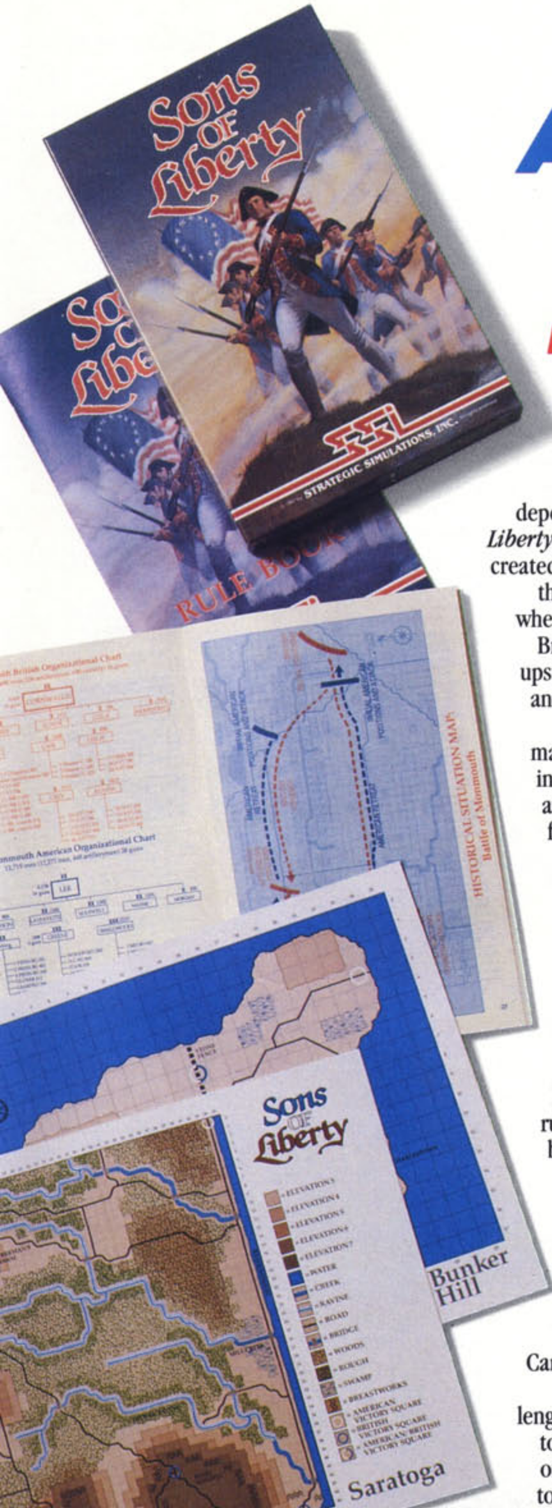
Innovation: Far From The Madden Crowd

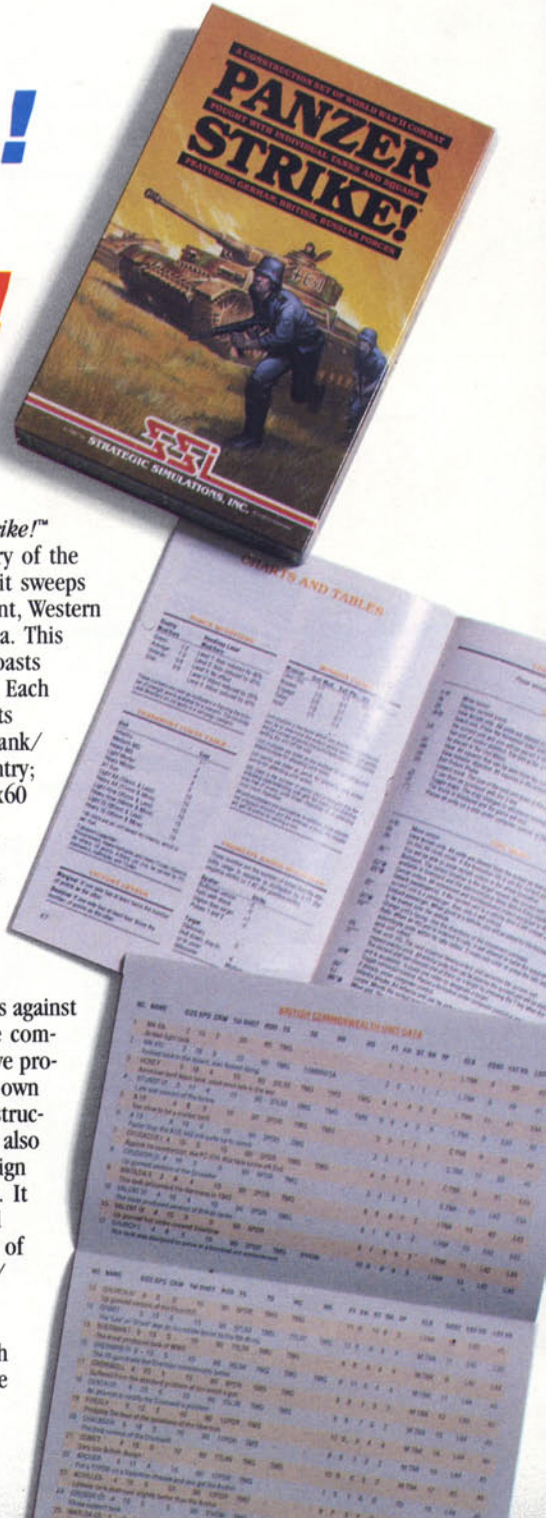
Sports simulations also figure prominently in the WCES news. **Electronic Arts** unveiled *John Madden Football* and announced the next title in the *Sports Legends Series* as *Michael Jordan Basketball*. The football game is impressive on the 64K Apple with joystick. The game is sophisticated enough that it requires three manuals and allows players to build their own playbook disk with up to 81 offensive and 81 defensive plays for each game. The game comes with 200 pre-built plays from Madden's actual Raider playbook and allows players to design their own. Every player on the field is rated from 0-9 in a number of categories (e. g. fumble avoidance, tackle breaking, quickness, blocking for pass or run, speed, durability, etc.) and the match-ups are exceedingly important. From the original seven-on-seven scrimmage concept, this game has evolved into the most sophisticated football product, yet. In addition to *The Games—Winter Edition* (with slalom adorned with camera angles, figure skating and its constructability in creating routines, luge on four different tracks, speed skating with strategy decisions, etc.), **Epyx** is collaborating with *The Sporting News* in creating a new baseball game. It is an arcade-modified statistics game, but the designers have assured both *The Sporting News* and *CGW* that the arcade elements could only change a batting average by 30 or 40 points (enough to be significant, but not enough to ruin a team).

Turbulence: Where Are We Going?

After a long and impressive show, we were only too glad to board our flight home (even if it was crowded). We were not even nervous when a pilot with a different airline's employee identification badge entered the cockpit. After all, courtesy among airlines often allows pilots to "deadhead" back to their home base. We *did* get nervous when the pilot came on the speaker and said, "We are travelling at 23,000 feet, the temperature is 62 degrees, and in approximately 17 minutes, we will be landing in.(pause),uh (pause), uh (pause), Ontario!" We leaned back in our seats, prayed that he meant California rather than Canada, and smugly realized that we had a better handle on where our industry was going than he appeared in that moment to have on his destination.

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FREE EUROPE!





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VOICES OF THE FUTURE

Science fiction pundits from A-Z predict the future of computer games

by Charles Ardai

It hasn't been long since *Pac-Man* started making headlines, yet if one reckons by milestone developments, computer games have a lengthy and intricate history. Though born less than two decades ago, computer gaming has endured more rapid and thorough change than any other entertainment field. In addition to new tastes and technologies, we constantly see new approaches to the display of information on the game screen and to the incorporation of elaborate sound and graphics into what was once a rather spartan medium. It was only a question of time before someone tried to mimic the conventions of film in software; today, examples such as *Karateka* and the **Cinemaware** line break new ground in finding a unique voice for the medium.

Of course, computer games are not interactive movies any more than movies are filmed plays, and it is likely that it will take about as long for software to separate itself from what has come before as it did for directors to stop turning their cameras on at the footlights and sitting back for two hours. The change will come, however, the evolution has already begun—and when it does, computer games will be as radically different from what we currently enjoy as *Starflight* is from *Space Invaders*. Here, too, there is a parallel to the evolution of cinema. "If you had shown a modern movie to someone a few decades ago," says **Douglas** (*The Hitchhiker's Guide to the Galaxy*) **Adams**, "he would have been completely bewildered as to what was going on."

It is only natural to be curious about the coming generations of games. It is equally natural not to want to accept the fact that no one can make projections with any but the most tangential accuracy. As a result, projections are made by the score, fancifully and seriously, and if they are not all to come to pass, they are at least interesting to contemplate. Science fiction writers have long considered the question and some of the best were quite outspoken when I contacted them.

Photo by Jerry Bauer



Douglas Adams

What does the future hold for computer entertainment? Though the outspoken **Harlan Ellison** (*The Glass Teat, Approaching Oblivion, Dangerous Visions*) says that "Computer entertainment is an oxymoron," other science fiction writers have more positive projections. Games will be increasingly "multimedia," says Adams. "Sound will become an important component, I would almost think more important than graphics [as an] imagination stimulus."

Alan Dean (*Spellsinger, Shadowkeep*) **Foster** disagrees. He sees sophisticated graphics as the key to the entertainment of the future. "One of the great advantages you have with computer animation," says Foster, "comes when you achieve a semblance of reality, because you can do all sorts of things a camera can't. Imagine seeing Bugs Bunny in 3-D! With computer controlled, three-dimensional animated characters, you could put real people into [animated scenes], like the sequence from *The Twilight Zone*, where the bad kid sends the girl into the cartoon world. One of these days you'll be able to buy something like an expanded version of a flight simulator, for the home, and you'll get your little piece of software and slam it into the simulator, and you'll be on Trichon IV or 20,000 Leagues Under the Sea with Captain Nemo, or wherever you want. The entire environment will be simulated for you: sight, sound, smell and everything else."

Isaac Asimov, creator of the "Three Laws of Robotics" and the *Foundation* series, isn't certain he likes the idea of artificial realities. "It may not be a possibility," he says, "[and] I don't approve . . . . We already do that in a small way. People get drunk so that they can live in a world which is a little different from what they must face when they're sober . . . Anything which offers you a more exciting life, but then forces you to return to your own, is going to leave you more dissatisfied than before."

Steven (*Jhreg*) **Brust** sides with Dr. Asimov, but for different reasons: "I would venture to guess that 95+% of our fantasies we would not care to live. I've done it when I've been on trips, wandering around an airport with my briefcase and my three-piece suit, bored out of my skull, and I pretend I'm a spy. I wouldn't want to be a spy; I can't think of anything more boring. And when it isn't boring, it scares the [bleep] out of you. You simulate reality until you have someone shooting at you and you can smell the smoke, and hear the bullet go by your ear, and at that point it becomes too real."

For better or worse, however, simulated realities may well be the direction in which we're headed. Douglas Adams suggests that for artificial environments to be effective, "we'll have to wait for the advent of usable artificial intelligence, whereby the machine is really able to understand

what you intend and what you mean."

Roger (*Nine Princes In Amber*) **Zelazny** sees the necessary technol-

Photo by Kurt Muller



Isaac Asimov

ogy on the horizon. " . . . an upcoming generation of devices of the CAP scan variety (Computerized Automated Psychophysiological) will hit it big within the next decade," he says, "combining gaming with computerized electroencephalography and biofeedback, both for pleasure and educational purposes."

The result? What **Harry** (*The Stainless Steel Rat*) **Harrison** calls the 'living wall.' "In the home, it's incredible to see! You're right in the screen there . . . And they'll tie that in with molecular memories and everything will get smaller and smaller . . . You'll never leave your [bleep] house! [You'll have] interactive games played by a number of people across the country, like *Dungeons & Dragons*, maybe with graphics from videodisc. The hardware isn't there yet, but it will be. And all these things will get cheaper."

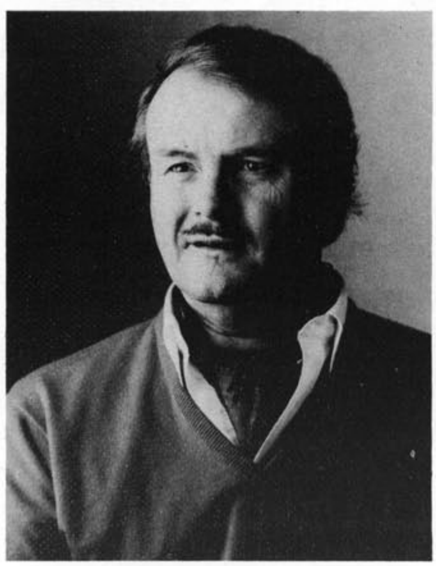
There is also no doubt but that computer entertainment will branch out into other fields as well. "I can see all kinds of possibilities for interaction," says Foster. "At Disneyland, for instance. We're all so used to going on pre-programmed rides: you go on a ride, it starts and it ends, you get back on it and it does the same thing again. . . [now] there could be a system that would provide variable rides, so that when you got back on the same ride, something different happened." Foster also predicts that future movies will use more computer animated characters. "To completely simulate an artificial environment the people in Hollywood want to do it for real."

Asimov thinks that robots may be the way to go instead. "It may be that we will be using real robots as comedians in movies. Think of the pratfalls they could take!"

"With all due respect to Isaac," Foster replies, "he's prejudiced on behalf of his robots. With computer animation you have no expense in the sense of building anything."

As usual, however, Asimov has the last word: "A robot in a movie might not be as funny as a human being, but he'd be funnier than a cartoon character."

There are still other possibilities. Of interactive fiction, Brust says, "Adventure games can be a lot of fun until you 'get it'; then you've 'got it.'" Traditional fiction, however, is another story. "You'd carry around



Jerry Pournelle

what looks like an Etch-A-Sketch . . . and you'd just plug in wherever you are—or maybe you don't even plug in, maybe it would be over the airwaves—and there you'd have access [to a library]."

Brust also sees simulations expanding in terms of their scope. "A good two-user football program . . . In order to do it right, we have to simulate life with football as the central node. After all, the fans have an effect on the game, and therefore you must simulate each fan. What did he have for breakfast? Maybe that guy in the third row has an upset stomach, so he isn't shouting today."

Photo by Beth Gwinn



Roger Zelazny

Jerry (*Lucifer's Hammer*) **Pournelle** sees this expansion moving towards controlling complex battle scenarios. "It seems to me," he says, "that some clever person is going to come up with a way of using the computer to make some sort of monster wargame."

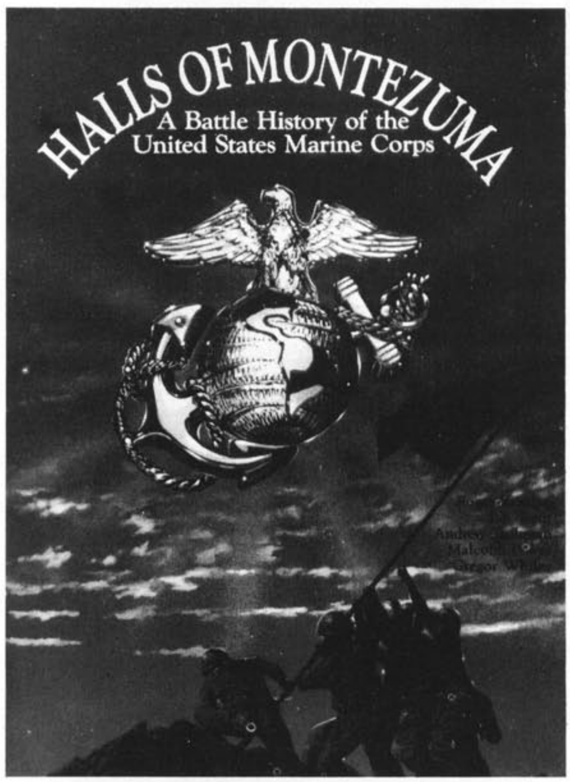
Of today's software he says, "most of the games for home machines are not very good; the pictures aren't good enough that you feel very involved. The ones that interest me are the ones in which you'd really be looking at a computer screen. In a real spaceship, you wouldn't look out the window; you'd *only* be looking at a computer. Of course," he admits, "I don't know how big the market for that would be."

Foster is convinced that simulating computer screens wouldn't work. "The future for computer entertainment lies, as it always has, in *entertainment*, in new and startling things."

Hold on a minute! I can see you smirking out there. On-line libraries? Fully simulated realities? Thought-controlled games? Are these guys for real? "One of my favorite quotes," says Alan Dean Foster, "I think it was in 1896, the Director of the Smithsonian Institute insisted that powered flight was impossible."

TITLE:	Halls of Montezuma
SYSTEMS:	Apple II, C-64/128
# PLAYERS:	1-2
PRICE:	$40.00
DESIGNER:	Roger Keating Ian Trout
PUBLISHER:	Strategic Studies Group, Inc. Walnut Creek, CA

A PROUD TRADITION



Strategic Studies Group's "Halls of Montezuma"

by Johnny L. Wilson

It was a glorious moment in a proud tradition. On February 23, 1945, the fifth day of the invasion of Iwo Jima, a contingent of United States Marines from the 28/5th Regiment raised the "Stars and Stripes" over Mount Suribachi in the face of heavy enemy fire. It is an image oft sculpted, etched, painted, and recreated. **Strategic Studies Group**'s *Halls of Montezuma* (HOM) does not allow players to view the actual flag-raising, but the feeling of accomplishment is an ample reward when the final Japanese unit is driven from the southern portion of the island and the Fifth Regiment can advance northward along the western coast to new objectives.

Tell It to the Marines

HOM is an impressive product. It builds upon its sister games (*Battlefront* and *Battles in Normandy*) with refinements like: a) a brittleness rating, b) units capable of combat during night turns, c) longer scenarios (up to 99 turns), d) special minefield and fortification rules, e) divisional objectives, f) a *Warpaint* graphics editor that allows players to doctor the graphics of older scenarios, and more. Yet, the game remains fully compatible with scenarios from the earlier games. Further, the production quality of the manual and the maps is, as usual, outstanding. The documentation walks the player through the Mexico City scenario step-by-step. Then, because the later scenarios are more complicated, it offers menu-by-menu explanations of each possible action.

Another important feature of the manual offers a three page discussion of tactical considerations. Then, it continues with a historical synopsis of each scenario and specific suggestions for each side in each scenario (Players who ignore these do so at their own peril). The section on scenarios even offers more than one variant for each scenario. Frankly, SSG has put together an outstanding rulebook.

HOM offers a unique opportunity to study the contributions of the United States Marine Corps experientially. Personally, this reviewer has always felt slightly put off by the Marine Corps' image of super soldier and elite fighting unit *a la* John Wayne. Fighting for a toe-hold on the beaches, clearing out enough territory to have a safe place for reserves, trudging across the volcanic sand between Iwo Jima's two airfields, forcing the Japanese back into Shuri Castle on Okinawa, clearing the city center of Seoul following the invasion of the Inchon Peninsula, or neutralizing a TET offensive in Hue can certainly change one's perspective. One finds it difficult to access Menu 5 (Unit Status) and examine those casualty reports without feeling that the Marines earned their vaunted reputation at an extremely high price. Further, this writer had never really thought about the role of the Marines during World War I until playing the Belleau Wood scenario. Not only was this action unfamiliar to the reviewer (hence, a history lesson), but it also offered an extremely rare gaming experience—a playable and balanced World War I simulation.

Except for the Mexico City scenario (from whence the *Marines' Hymn* lyric "From the halls of Montezuma" hails), the scenarios are well-written, well-balanced, challenging, and suitable for the modified *Battlefront* system employed in the game. Note, however, that the documentation itself points out the modifications to the historical circumstances necessary to have the Mexico City scenario fit into the system. Even this scenario is worth playing, if one is willing to battle for three simulated days in order to win a battle which only took one day to complete in history.

Lowering the Red Flags

Alert readers may have noticed mixed signals with regard to SSG games in earlier CGW editorial

coverage. The present writer would like to offer some additional perceptions for the ongoing discussion.

First of all, the AI which controls the subordinate commanders has been disparaged. Evan Brooks complained about the lost battalion syndrome and Bob Proctor suggested that the subordinate commanders only used their initiative *against* the player, as it were. This reviewer resonates with both predecessors. It *does* seem like the AI does not maximize attacks on enemy units. It is frustrating to order a regiment to commit to an all-out attack against an enemy force and discover that only two battalions out of three closed into combat range.



Nevertheless, it is part of the reality being simulated that it is impossible to have a fully synchronized attack. Some units will be pinned down by defensive fire, others will have to cross more difficult terrain than their allied units, some will be held up by logistics problems, and others will misunderstand or be slow to execute the orders. Further, it *is* disconcerting to order a battalion to take an objective, follow up successful execution of that order with an order to defend the objective, and watch that battalion pull out of (or off) the objective a couple of turns later at the first hint of enemy resistance. Why should a unit give up a city or mountain location which adds to its ability to defend itself in order to retreat back to a less defensible position? Fortunately, this problem did not occur in *Russia*, an earlier SSG game with a modified implementation of the system, because units could be ordered to hold their positions. The difficulty remains in HOM, however.

Second, one must confess that the bulk of frustration with the handling of the subordinate commanders is probably a result of previous experiences with games where the player controls every decision point in the game (i.e. choosing the targets for every unit, moving every unit to the exact point desired, etc.). The *Battlefront* system used in HOM never pretends to be that kind of gaming experience. The player's role is to be the Corps Commander (with all its attendant limitations) and not the "god of the battlefield." As the manual notes, "From your lofty height in the chain of command, you have little direct control over the location of individual battalions." (p. 5). Therefore, the key to winning the game depends on a sound strategic gameplan and optimal resource management instead of tactical movement and finesse. As Corps Commander, one must be more concerned about fatigue, casualty levels (and their attendant effect upon morale), and supply state than one can be about considerations like the best route to an objective or use of covering terrain. This is certainly a more realistic perspective than the traditional approach.

In addition, HOM is unforgivingly realistic in its approach to repeated assaults on the same objective without a breakthrough. Most boardgames and some computer wargames allow the player to keep ordering attacks on a critical position turn after turn or phase after phase until a significant result occurs. HOM's simulation of this situation takes into consideration the fact that every attempted breakthrough takes its toll in fatigue, supply, and morale, even if combat losses seem insignificant. HOM is more realistic than others in requiring one to rotate a stalemated unit out of contact and a fresh unit into the engagement if one is to achieve a breakthrough in such a situation.

Third, previous experiences with other systems may cause one to be frustrated with SSG's ubiquitous "No losses" combat result when it appears on both sides of an engagement. It is possible to go through a full turn without having significant losses on either side of a combat action. This is irritating to those who are used to combat results where something happens in every engagement. Nevertheless, logic dictates that one must concede this "no-result" result to be a frequent combat resolution, especially in jungle, woods, or broken terrain.

A Game with Seoul

Beyond the fact that the "battle history" approach offers a broader scope than most products (one scenario each from the Mexican War, World War I, and Vietnam, two scenarios from the Korean Conflict, and three scenarios from the Pacific Theatre of World War II are offered), the scenarios also offer a variety of command problems. Mexico City, Iwo Jima, both Okinawa scenarios, and both Korean scenarios are Allied advances and Axis defenses. Belleau Wood forces the Allied player to defend initially, then change into offensive mode after the Marines reinforce. Hue allows the NVA to create havoc and cause maximum casualties rather than hold objectives as the Marines and their ARVN allies seek to neutralize assigned locations. In addition, Iwo Jima is distinctive because of the value of its defensive fortifications and hence, all terrain is handled by the computer as more resistant to attack. Both this scenario and the Shuri line scenario for Okinawa involve the use of suicide defenses. Many Japanese units in these scenarios have zero movement points to simulate this last ditch defense. Also, from Iwo Jima onward, the use of the new minefield and fortification rules makes a big difference. Moving onto either type of hex puts an immediate halt to movement. Further, the minefield must be cleared before the unit can move on.

(Continued on page 46)

SNEAK PREVIEW:

WASTELAND

In January of 1987, *Wasteland* was described as a potential Mad Max type adventure game to be written by Michael Stackpole (author of the *Mercenaries, Spies and Private Eyes* roleplaying system and **Mayfair Games**' sourcebook on *Batman* for their *DC Heroes* roleplaying game) and programmed by the CRPG experts at **Interplay Productions**. As this article is being written, Wasteland has just passed its first week in "Quality Assurance" at **Electronic Arts** with no major problems encountered. This *should* mean *[Ed.: Anyone who has observed this industry very long knows why we put a "weasel word" in this sentence!]* that the game is on the shelves by the time this preview hits the stands.



Nevertheless, the game is certainly superior to the original concept. Instead of being a "Mad Max" role playing game presented on the computer, this post-holocaust game has a unique plotline all its own. Players want to find out what the "Servants of the Mushroom Cloud" are up to, among other matters. In fact, the game contains 250K of text to present this plotline. However, at least 100K of the text which is vital for successfully completing the adventure is "off-line" in a book which comes with the game and serves as a non-technological copy protection. The story itself is so huge that there are many possibilities which the player may not find, while still able to win the game. The story-line is non-linear and there are always, at least, two ways to get around a problem.



Interplay insists that the game should be rated PG-13 because of the personalized violence in the adventure, as well as the sexual hints. We must agree that there is an undeniable visceral response when the description window describes someone as being turned into "blood sausage," reduced to a "fine red mist," or pulverized into "unrecognizable gore." However, it seems to fit the model of a post-holocaust society gone rabid with barbarism.

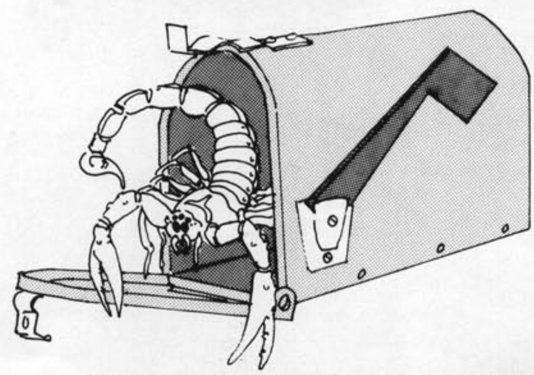
At first glance, the game looks like the *Bard's Tale* products (which should be no surprise since both produced are designed by Interplay). There is an animated "window" for viewing in the upper left hand corner of the screen and a description "window" on the right. The lower portion of the screen is devoted to a quick reference sheet on the adventuring party itself. Like its sister products, the game boasts crisp graphics and limited, but effective, animation. The graphics "window" has over seventy different pictures.

Yet, the game is improved over its sister products. The game system in Wasteland is dynamic. Once something on the map is changed, it is changed. Further, an old role-playing concept enters into the picture when players can "hire" non-player characters to fill out the party. Of course, they do *not* always do what they are ordered. Also, a new feature enables players to "Disband Party" into four different active parties. This option enables ranged combat to occur and helps in the solution of some puzzles, but also means that each party can have up to four encounters at a time. Finally, this game features only one "Save Game" instead of the ability to have multiple saves.



Actual Amiga Screens

Scorpion's Mail





Aha! I knew it! You look a little bewildered. Scorpion's *Mail*? You turn back to the front cover . . . yep, this is Computer Gaming **World**. So, how did you get into the little back room of adventuredom's most famous tavern? Well, there's no need to be nervous! By now, you probably know that CGW has gone monthly and Computer Game Forum, alas, has gone away. However, there was such a positive response to the Mail column, we decided to put in two or three of them a year, to keep you all happy. So, every once in awhile, you may find a Mail along with the Tale (heh), or a Mail instead of a Tale, or. . . who knows? (we like to keep you guessing! Remember: no one expects. . .The Span. . . err, The Scorpion's Mail! grin).

Return of Werdna (a toothsome truffle of not-so-trifling hints): Not surprisingly, letters on this game have been showing up recently. Can't imagine why (hehe). Most people seem to have little trouble (or so they think), until they get up to the ziggurat (or pyramid) level. A number of them keep falling off. Tch! You shouldn't be out there trying to climb the thing; you'll only break your neck. Far better to do it from the inside. Much easier on the old bones. Oh, about that mystery area that some of you can't get into: remember, not everything you may need on a level will be found on that level, so if you can't solve a puzzle, keep going. Also, remember to check your inventory from time to time, just in case, and don't be afraid to experiment. Some of you have also noted that Mron's clues are not as expensive as mentioned in the article (Nov. '87), and that the disk access is not as bad. This is true. Between the time the beta test ended (September) and the article appeared (November), a few tweaks were made to the game. None of the puzzles were changed, but the price of a hint from Mron was reduced from 10,000 gold pieces to a mere 2,500. Money was originally very hard to come by (as was Mron). It was actually possible to go through the whole dungeon and exit with half the clues *or less* (even with the charge card). So, the price was dropped and Mron's appearances were made more frequent.

Robert (Woodhead, of course) also did some nice work in cleaning up the access problem. On a 128K machine, the game will use the extra memory to cache frequently-used routines. This has made for a dramatic reduction in disk access during combat, and improves play greatly.

One more thing about Werdna: Having been a beta-tester of the game and one of the few who have made it through to all the endings, I've given my promise to Roe and Robert not to hand out answers to ANYONE on any of the puzzles. Hints, yes. Gentle nudges in the right direction, yes. Answers, no. So please, don't ask for them.

Beyond Zork (an aperitif of advice for amulet-adorned adventurers): Plenty of mail is coming in on this game, too, and many seem to be stuck in the same places. Take the cellar, for instance. Who'd have thought it would be so difficult to get out of a cellar? There are a number of ways to leave, but the best is the one connected with the amulet. That item is worth some serious attention. The monkey-grinder has also been responsible for a few gray hairs. It is (with great determination, and even greater luck) occasionally possible to kill him, but why go through all that trial and effort (and likely death), when there's a much easier way? Be generous, and remember his limitations. Finally, a word for all you onion pushers out there. No, you really can't get the onion into the jungle and it wouldn't help you if you could.

Bard's Tale I (a piquant port of prudent counsel for dry-mouthed bards): Many tales of woe have come from players who are having a hard time in Mangar's Tower, level three. They say they answer the magic mouth, but still, no stairs appear leading upward. Well, that's because the stairs appear somewhere else on the level and they have to go find them (remember to look after answering, not before!). Adventurers who have the SCSI spell on should not take too long to locate them.

Ultima IV (the ultimate recipe for mandrake root souffle and other salubrious visions): A number of people have made it all the way

through the Abyss, the Codex Door, and the first eleven questions, only to find themselves stopped cold by the last one. Do you remember those visions in the shrines? They were shown to you for a purpose. I hope you made note of them all, because you only see them when you achieve avatarhood in a virtue (was that a faraway scream I just heard?). Mandrake searchers: you must look not only in the right place, but also at the right time. Keep an eye on those moons.

Might and Magic (a delectable drumstick of decipherment): The dungeon with the spinning polygons seems to have a few people stumped. It's actually not all that hard. This is a magic square you're dealing with, and any good math book can tell you all you need to know about them.

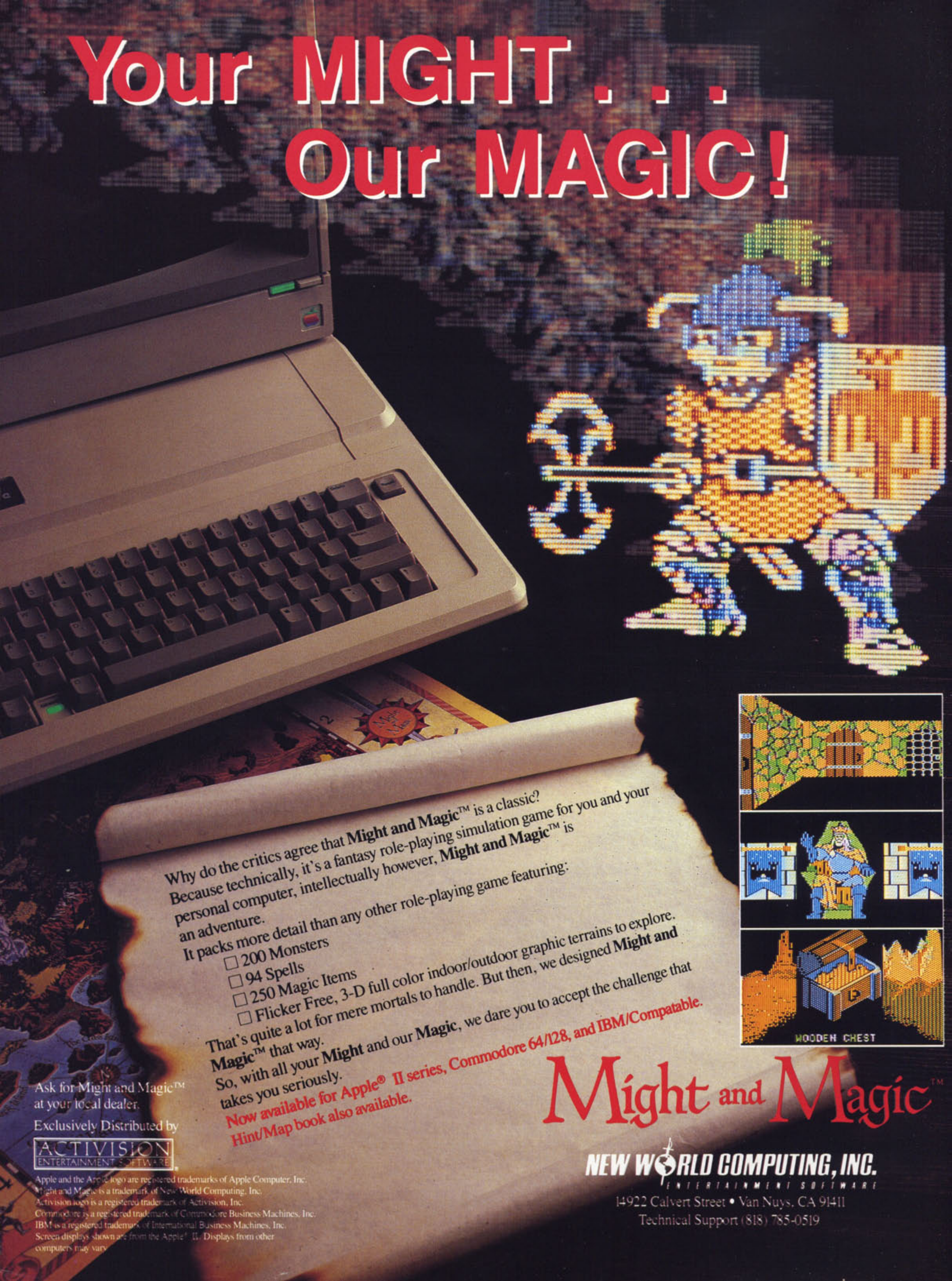
Lurking Horror (a warning about innutritious and uncongenial seafood): For those who have been frustrated in their attempts to do anything with the Alchemy lab computer, there is nothing to be done. There is no disk to find and no way to log in to the system. This is just a little red herring in the game.

Mea Culpa Dep't: There were two errors in my column on *2400 AD* (Feb '88), which **Origin Systems** was kind enough to point out to me. First, I confused Joe's Bar with Johnnie's Corner. Joe's is only ground level; Johnnie's has a second floor (so if you've been wondering how to get to the second floor of Joe's, you can stop trying: there ain't none). The second has to do with the transporters. I originally wrote that there was no way beyond trial and error to figure out the destination codes, but this turns out to be incorrect. If you open the door to a transporter, stand on the open door spot, and then issue the read command, you'll get the ID number of that transporter (I, on the other hand, kept trying to read the closed doors, which have nothing on them, after which I'd open them and walk right into the transporter, which only displays the serial number. . . SIGH).

That's about it for this glimpse into the mailbag. In the meantime, if you need help with an adventure game, you can reach me in the following ways:

On Delphi: stop by the GameSIG, under the Groups and Clubs menu. On GEnie: visit the Games Roundtable (type: Scorpia to get there). On The Source: send SMail to ST1030. By US Mail (remember to enclose a self-addressed, stamped envelope if you live in the United States): Scorpia, PO Box 338, Gracie Station, New York, NY 10028.

Until next time, happy adventuring!


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Screen displays shown are from the Apple® II. Displays from other computers may vary.

MIND OVER ANTI-MATTER



by Yung Min Choi

TITLE:	Skyfox II
# PLAYERS:	Solitaire
SYSTEMS:	C-64
PRICE:	$29.95
DESIGNER:	Jeff Tunnell
PUBLISHER:	Electronic Arts San Mateo, CA

The Skyfox II warp fighter's shields were failing fast. The warpwarrior reached up and wiped tiny beads of sweat from his brow. Suddenly, there was an influx of enemy fire. All screens were clear. Where was the fire coming from? Heads up display suggested a possible target to the left. Spinning the fighter madly to the left, the warpwarrior centered a Xenomorph fighter in his sights. The enemy fighter burst into a ball of flame as the Skyfox II's photon pulse bomb impacted it.

The package to this game reads, "The fox is back . . . at Warp Speed!" In this sequel to the successful *Skyfox*, battle is waged in outer space as opposed to the skies of a colonized planet in the earlier release.

Warp fighters are equipped with three major weapons: nuclear disrupters, photon pulse bombs, and mines. Disruptors are analogous to lasers and offer vast amounts of firepower. Photon pulse bombs are powerful energy torpedoes used to destroy enemy starbases, fighters, and asteroids. These are limited and the number available changes in accordance with the individual mission and its requirements. Anti-matter mines are dropped from the rear of the fighter and timed to explode. They also explode upon contact with an enemy vessel.

There are ten different missions available in *Skyfox II: The Cygnus Conflict*. They range from "simple" escort missions to "more difficult" all-out war scenarios. Players also have the option of choosing a level of play from Cadet to Ace-of-the-Base. The level really only determines speed and rate of fire of enemy vessels.

The first matter to be dealt with is navigation. The easiest method of navigation is by automatic pilot. Note, however, that the automatic pilot will *not* guide the ship through the asteroid belt. Players will have to pilot their ships manually in order to keep from being battered to bits.

Perhaps, the most efficient travel in the Cygnus star system is by means of "wormholes." These by-products of black holes are located in various places throughout the system and allow the player to quickly navigate between different points. The "wormholes" allow players to cross the system in mere seconds, however, Xenomorphs frequently lurk near the egress points of these "wormholes" in order to ambush unsuspecting warpwarriors.

Once the player reaches the battle zone, he will find himself using a Heads-Up-Display targeting system (HUD). This system automatically locks onto the nearest ship or starbase within medium range. The designated object will flash on the scan monitor. As long as the target is in medium range, HUD remains locked on and indicates with an arrow the direction in which the warp fighter needs to turn in order to bring the target within weapon range. Unfortunately, the HUD is usually one of the first of the warp fighter's systems to be damaged in battle situations. Observant players will find that toggling fore and aft views on their shipboard screen (by depressing F1) will assist targeting until repairs can be made.

Repairs are made by reducing speed to 1,000 kilometers per second and approaching starbases (The keyboard's numerals [1-9] act as speed controls with each number representing 1,000 kilometers per second). One must type in the docking command. Then, the ship's onboard computer will show and overview the map of the galaxy with a

(Continued on page 55)

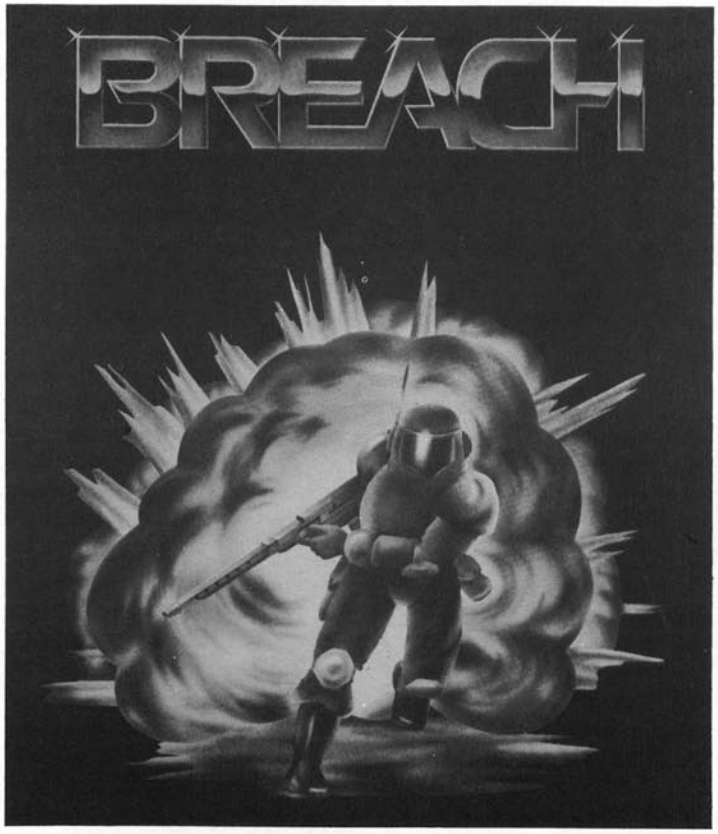
Once More Into The "Breach"

Omnitrend's Sci-Fi Game Explored

by Joseph S. McMaster

TITLE:	Breach
SYSTEMS:	Amiga, Mac, ST
# PLAYERS:	Solitaire
PRICE:	$40.00
DESIGNER:	Tom Carbone Bill Leslie
PUBLISHER:	Omnitrend West Simsbury, CT

"A Playtester's View of Breach" appeared in the Winter 1987 issue of Computer Game Forum. Now we give you, complete and uncensored, the review!



Sometime in the distant future, squads of heroic marines venture forth to brave the dangers of a brutal universe. From fending off man-eating beasts on some forsaken jungle world to blasting the awesome battle robots of some alien installation, the threats and excitement never end. Their goal? To salvage, save, search and destroy. The cost? Sometimes, their very lives. *Semper Fi*, buddy!

Omnitrend's latest offering to the computer gaming community represents a brilliant marriage of two classic game genres: wargame and adventure game. It has a similarity to **SSI**'s *Computer Ambush*, but adds the exploration of territory and discovery of treasures and traps so common to the sword and sorcery adventure games. There is a strong role-playing flavor due not only to the individualized characteristics of the marines in your squad, but also due to the fact that your squad leader must be developed from relative weakness to relative strength by his active participation in a series of scenarios.

The Sound and the Fury (Mechanics)

The sound and graphics of the game are as superb as we have come to expect from the 68000 machines. On the ST and Amiga, there is a huge burst of red when a grenade explodes. Afterwards, only rubble is left. When a marine fires his gun, the brilliant, blue laser beam travels out and splashes against the target. If it destroys its victim, the target explodes in a burst of blue. In addition, the game is fast-paced due to the point-and-click simplicity of the mouse-driven mechanics.

The screen itself is divided into three major parts. The largest portion of the screen is devoted to the battlefield display. This is centered on the player's currently active soldier, who stands on the central square of the nine by nine square of the display. To the right of the battlefield display is the status display, showing the current vital statistics for the active marine (how tired he is, how healthy, how much ammo remains, etc.). Below these two displays is the icon display. One simply points and clicks in order to perform various tasks such as picking up/dropping items, using items, opening doors, using elevators, and firing one's gun.

There are also a few other display types that can be activated. For example, any marine can call up a "wideview" display. This replaces the battlefield display and simply represents an area 21 x 21 squares around the current marine rather than the standard 9 x 9. However, only areas that have been previously explored will show up on wideview.

Scenarios and Construction

The game comes with seven scenarios of varying difficulty. Like its adventure game cousins, Breach shares the shortcoming that once the game (or in this case, scenario) has been successfully completed and all of the terrain, traps, and treasures discovered, the enjoyment of playing is diminished.

On the other hand, the game includes a powerful construction program for creating new scenarios or modifying old ones. This does not alleviate the problem of "knowing where everything is," but does allow you to make scenarios so tough that it does not matter if you know where everything is! Ideally, however, one should have a friend with the same computer so that you can create scenarios for each other. Further, Omnitrend promises to release future scenario disks. The first one, The Serayachi Campaign, is already in the stores.

The Good

The several classes of marines are described by means of Movement point allowance per turn (MV), Gun power (GP), Suit armor protection (SP), and Encumbrance (EN). MV is given as a range, because marines can be designed to have greater or lessor amounts. Gun power and suit armor protection are given as percentages. Thus, if a soldier with a gun power of 55% fires and hits an enemy with a suit protection of 30%, the victim's health will drop from 100% to 75% (55 - 30 = 25% loss). Encumbrance measures carrying power. Since each item "weighs" a given amount in terms of EN (e.g. a Gravbelt weighs 6 EN and a Rocket Launcher weighs 7 EN). As a soldier is loaded down with EN, he will have less MV available.

Finally, individual soldiers are rated by percentage for firing Accuracy, Detect-

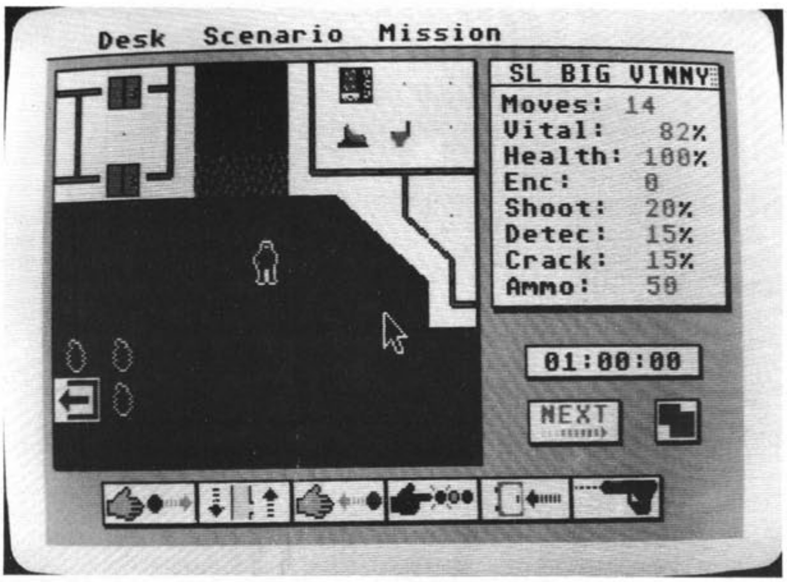
ing ability (ability to successfully operate a Detector), and Cracking ability (ability to successfully operate a Crack unit). Since each of these values may vary from 0-100% and are not class-dependent, I have not given their values.

Marauders (MA): MV [29-44], GP [55%], SP [30%], EN [15]. Marauders form the bulk of any squad. With generally high-range Accuracies (usually 50%-85%), they are the main fighters and should be used as such. On the minus side, they have low MVs and are usually poor at Detecting and Cracking.

Scouts (SC): MV [36-66], GP [55%], SP [15%], EN [10]. There are several differences between MAs and SCs. SCs are much more mobile and should be employed as their name implies. This is also true because spotted enemy units will be marked on the SC's wideview display. SCs also make excellent couriers. In Scenarios which take place on a large map (such as the Depot Scenario), SCs can be used to ferry medical kits, grenades, ammo cartridges, or whatever back and forth to wherever they are needed. Finally, SCs usually have the highest Detecting values and should be used to run a Detector (assuming you have one). This device, when successfully operated, reveals a 17 x 17 area, centered on the operating marine, and shows the locations of all enemy units within that area. The Detector will also reveal enemy locations on all additional territory that has been explored by your marines.

Weaknesses? SCs are certainly not the best fighters. They generally have only mediocre Accuracies (35% to 55%). The real killer, however, is their poor SP rating. They are quick kills, so be careful with them.

Psionic Talents (PT): MV [36-54], GP [0%], SP [15%], EN [5]. Except for their ample MV, PTs appear to be rather ugly ducklings. Like SCs, they share mediocre Accuracies and low SP. Their guns do not do any damage (except kill an opponent who is already extremely injured). To top it off, their EN value is so low that they are even poor prospects as couriers. Nevertheless, the PT is the most valuable team member other than the Squad Leader. The PT's talent is the ability to issue stun attacks and render an enemy unit immobile for the next computer turn. Teamed with a Marauder with high Accuracy, they can make short work of an entire group of enemies. This is particularly true in enclosed areas where the PT can stun an enemy in a doorway and block any other enemies in the same room. The stun attack costs 10 movement points, so only two or three per turn are possible.



A Typical Screen From Breach

Also, there is a discrepancy in the manual involving PTs and their stun attacks. The instructions state that a PT's success rate in making stun attacks will be the same as his gun Accuracy. However, this reviewer became suspicious after watching a 55% Accuracy PT make nothing but successful attempts over a long period. After entering the game editor and lowering his Accuracy to 0%, he continued to meet with success. It turns out that the stun attack success rate is actually keyed to the PT's current Vitality (Vitality Per Cent = Stun Success Per Cent).

Also, the rules never mention that a PT loses the remainder of his MV upon a failed stun attempt. This can be fatal if the player is ever so foolish as to send a PT out on his own.

Infiltrators (IF); MV [36-44], GP [45%], SP [15%], EN [10]. The statistics demonstrate that the IF is not intended to be a fighter. His strength is his generally high rating for using Crack Units, those tools placed adjacent to an enemy computer or terminal which display the entire floor plan of the level the squad is on (if operated successfully). This operation is even more useful in conjunction with a Detector. After the enemy computer has been cracked, a Detector will reveal the location of *every* enemy unit on that floor plan. Be cautious, however. The Crack Unit reveals only interior areas and not exterior terrain (grass, dirt, etc.). Likewise, enemy units in these unexplored, outside areas will not be exposed upon the subsequent use of the Detector.

Squad Leader (SL): MV [32-?], GP [75%], SP [40%], EN [25]. The SL's values allow him to fulfill a variety of roles. Although his starting Accuracy is a paltry 20%, this will be increased one per cent for each kill the SL makes in a successful mission. As his Accuracy increases, the SL becomes a force to be reckoned with. With a gun that packs a wallop and suit armor second to none, the SL can become a real juggernaut.

The SL's Detecting and Cracking skills may also be honed. If you are playing a scenario where those devices are available, wait until the main Detecting and/or Cracking marines have done their work. Then, give the device to the SL and allow him to spend some time working with it. Each successful use raises the SL's rating in that skill by 5% (up to an apparent maximum of 25%). Again, however, your squad must win in the scenario for these improvements to go into effect.

Therefore, until the SL develops, one must use him with care. Before development, the SL often fills the role of squad pack horse because of the high EN rating. Remember, though, enemies tend to attack those marines who are carrying the most.

Remember, it is the long-term goal of the game to improve the SL. Well-developed SLs receive advanced training at special STAR training schools. It is only with such training that an SL may attempt a STAR level scenario.

The Bag (Tools and Other Items)

Each scenario provides the player's squad with some combination of items to aid them in reaching the objective. Additional equipment can also be pilfered from enemy stores. The uses of most objects are obvious from their names. GravBelts allow one to fly over

impassable terrain. MediKits restore Health and Stimulants restore Vitality. Grenades, Rockets, and Demo Charges are three varieties of explosives. Ammo Clips, Launchers, Shields, Crack Units, and Detectors round out the potential inventory.

The Deadly

The villains in Breach range from the merely annoying to the truly deadly.

Beasts: MV [36-44], GP [45%], SP [15%], EN [0]. Although beasts have a GP rating, they do not use guns. This measures the creature's biting power and it isn't very high. A beast must be adjacent to you to attack and they are fairly easy kills.

Aliens: MV [36-51], GP [45%], SP [15%], EN [0-10]. Although only slightly more mobile than beasts and with equal GP and SP ratings, aliens should be treated with much more caution. First, aliens are equipped with guns and can attack from farther away. Second, aliens are usually capable of issuing psionic stuns (all enemy units can have psionic capability activated, but only two types usually do). Alien guns may not be powerful, but they can kill a marine who has been immobilized for several turns. Third, note the alien EN figures. An alien with an EN of 1 could be carrying (and using) a grenade. An alien with an EN of 10 is capable of employing a rocket launcher.

Enemy Marines: MV [32-44], GP [55%], SP [30%], EN [0-20]. These are just like your own marauders—and just as bad news.

Overlords: MV [29-36], GP [55%], SP [40%], EN [0-15]. Overlords are armed with "vibroswords" rather than guns. Thus, they must be adjacent to you in order to attack. They also tend to have high Accuracies, so they can be quite dangerous. Worse than all of this, however, this is the other enemy unit that is usually psionic capable.

Battle Robots: MV [44-51], GP [75%], SP [40%], EN [0]. Speed, power, and heavy armor combine to create a marine's worst nightmare. Generally high Accuracies yield an awesomely lethal killing machine.

Autoguns: MV [0], GP [75%], SP [40%], EN [0]. Notice the MV rating. Autoguns are immobile (actually, they do have some movement points, but they are strictly used for firing). They are a stationary version of the battle robot, but are much less dangerous for that very reason. Since weapons in Breach fire only along the vertical or horizontal, marines need only stay on the diagonal in order to avoid the blasts of autoguns.

Objective Gained

In spite of occasional problems with the documentation, Breach must be considered a top-notch game. Even though the game has some roots in adventure-type games, it avoids their chief shortcoming (i.e. low replay value) by including a scenario builder. I have heard that Breach is achieving something of a cult status. I believe it. *[Ed: Omnitrend has information about one local BBS that offers over 100 Breach scenarios for downloading and the game has generated plenty of excitement on the larger networks like Compuserve and Genie.]*

Circle Reader Service #30 »

Titans of the Computer Gaming World



Strategic Simulations Inc. (SSI)

(Continuing a Series begun by Charles Ardai)

by Bob Proctor

Any recounting of the history of computer gaming must save a special place for **Strategic Simulations Inc.** Every reader of *CGW* knows them as the publisher of award winning games like *Kampfgruppe, Gettysburg, Phantasie,* and *Wizard's Crown*, but that is not the reason. They were, believe it or not, the very first company to publish a serious wargame for a micro-computer! This was back in the dawn of the Information Age, February of 1980 to be exact.

Now, I fully expect that this claim will draw fire. Somebody will write in from Albuquerque to say that they sold 3 copies of a version of *Little Big Horn* for the Altair back in '76. My only comment is that SSI published *Computer Bismarck* with a typeset rulebook, reference cards, plastic-coated maps, grease pencils, and even, packaged it in a box! Now that's a *serious* wargame! Before SSI, the ziploc bag was standard packaging and the term "computer game" meant an inferior version of *Space Invaders* or *PacMan*. Finally, we had a company that took the subject seriously!



The Ghost of Games Past

The story of SSI's beginnings is, like so many other companies in the personal computer industry, the story of a single person. In 1979, Joel Billings was working a summer job at Amdahl to fill in the time between college and postgraduate study in Business Administration. He met a programmer who worked for IBM and they got to talking about computers. Joel, who had been playing board wargames for years, immediately saw the possibilities and proposed a company to produce historical simulations for home computers. Joel knew about the Radio Shack TRS-80. Soon he met Trip Hawkins who worked for a company with the unlikely name of Apple Computer and who convinced Joel that the newly-introduced Apple II would make the best platform for strategy games because of its color capability.

Well, the acquaintance at IBM found other pursuits but the urge to run his own computer game company was harder to shake. Joel posted notes on the bulletin boards (these were the cork kind, you understand) at hobby stores in the Santa Clara valley in an effort to find programmers with an interest in wargames. One of those who responded was John Lyon. He was working on a game for the Apple about the hunt for the German battleship Bismarck in 1941. The two talked and SSI was born. The next few months saw the completion of the program, the design and printing of the rules and cards and the duplication of disks. At one point, Joel slept in a bed surrounded by ceiling-high stacks of empty Computer Bismarck boxes. By early 1980, the game was ready.

Now Joel had a company and a product but in order to have a future, he needed a market. In February, he sent 30,000 flyers to owners of Apple II's. Orders trickled in. In March, the first Applefest was held in San Francisco and thousands saw an SSI game for the first time. Orders flooded in. More important than the money though, was the recognition of SSI as a company that tried to "do things right". This brought unsolicited submissions of new games and put SSI on the path that has made it the successful publisher of strategy computer games it is today.

These submissions came from people with the same vision as Joel Billings. People with an interest in strategy games, an interest in small computers and a belief that the former were meant to be played on the latter. The list reads like a Who's Who of computer game design: Dan Bunten (Computer Quarterback), Roger Keating (Computer Conflict), Charles Merrow and Jack Avery (Computer Air Combat and Computer Baseball), Chuck Kroegel and David Landrey (The Battle of Shiloh and Tigers in the Snow). These four designers (or design teams) plus John Lyon accounted for 18 of the 28 games that SSI published during the first three years.

The Plethora of Games Present

Where is SSI now, eight years later? Doing fine, of course! Joel Billings is still CEO and still very much a hands-on manager. He's not quite as rich as Bill Gates or Steve Jobs but SSI had over $5 million in sales during fiscal 1987 which makes it the biggest year ever. There are 50 full-time employees and there is plenty of room to grow in their new Mountain View, CA offices.

In eight years, SSI has published almost 90 titles (see the list accompanying this article). Many, in both the wargame and fantasy categories, have won awards. The most recent catalog (Fall '87/Winter '88) shows that 57 of these titles are still available from SSI. There are almost three times this many individual products since all titles (except for a few early ones) are reprogrammed for different types of computers.

In the beginning, most of the sales were for Apple II games. Apple II games continue to sell well but a few years ago they were surpassed by Commodore 64 sales. More recently, the IBM compatible market has been the fastest

(Continued on page 48)

A History of SSI Games

Legend: Type of Game: W = war, S = sports, F = fantasy/SciFi, G = general

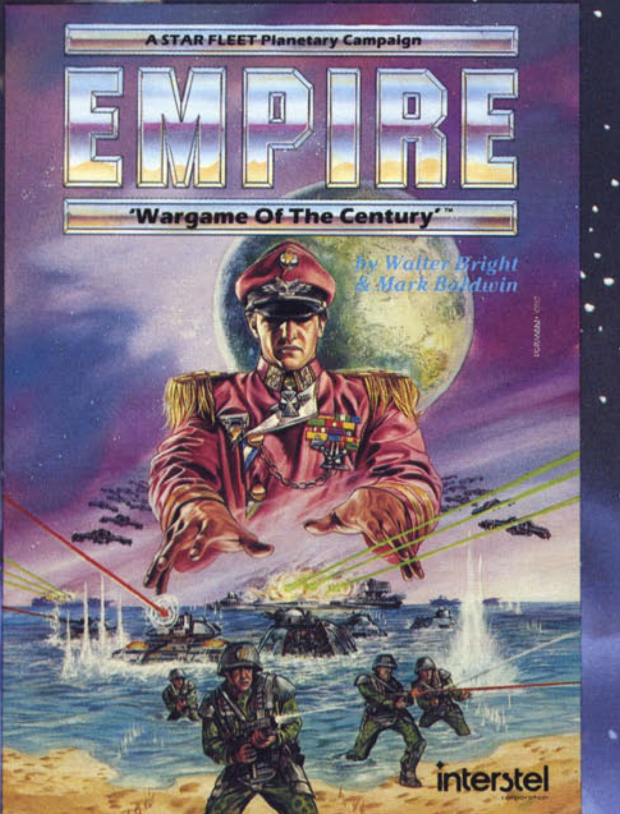
Formats: AP = Apple II, AT = Atari 800, ST = Atari ST, Am = Amiga

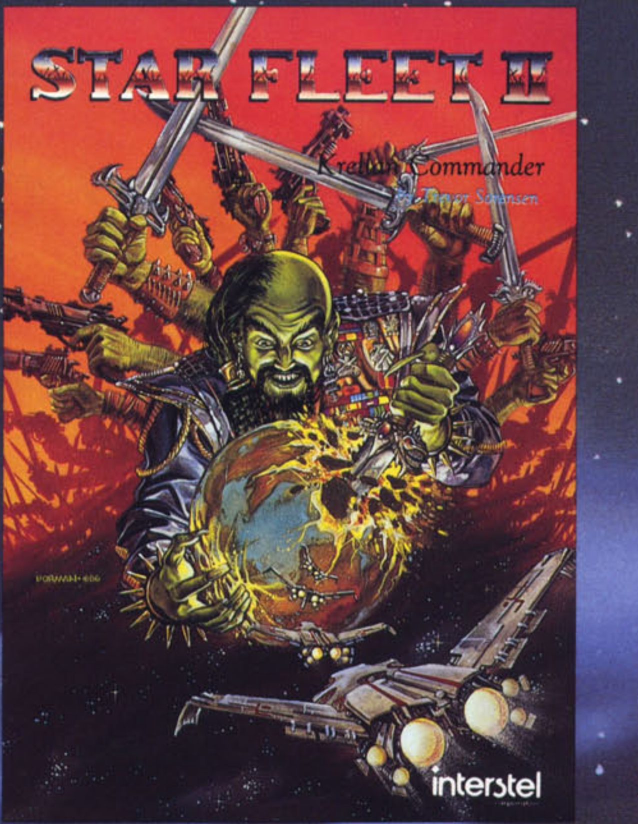
Note that formats that appear in parenthesiss, like (Am), are not available at the time this was written but are coming soon.

Year/ Title	Type/Designer	Formats
1980		
Computer Bismarck	W Lyon	Ap
Computer Air Combat	W Merrow,Avery	Ap
Computer Ambush	W Williger,Strawser	Ap,At,C64,Mac
Computer Conflict	W Keating	Ap
Computer Napoleonics	W Lyon,Billings	Ap
Computer Quarterback	S Bunten	Ap,At,C64
1981		
Napoleon's Campaigns: 1813&15	W Murray	Ap
Operation Apocalypse	W Keating	Ap
Southern Command	W Keating	Ap
The Battle of Shiloh	W Landrey, Kroegel	Ap,At
Tigers in the Snow	W Landrey, Kroegel	Ap,At,C64,IBM
Torpedo Fire	W Lyon	Ap
Warp Factor	W Murray	Ap,IBM
Computer Baseball	S Merrow, Avery	Ap,At,C64,IBM, Mac,Am
Cartels & Cutthroats	G Bunten	Ap,C64,IBM
President Elect	G Hernandez	Ap,C64
The Shattered Alliance	F Lyon	Ap,At
1982		
Battle For Normandy	W Landrey, Kroegel	Ap,At,C64,IBM
Bomb Alley	W Grigsby	Ap
Germany 1985	W Keating	Ap,C64
Guadacanal Campaign	W Grigsby	Ap
Pursuit of the Graf Spee	W Billings	Ap
The Road to Gettysburg	W Murray	Ap
Cytron Masters	F Bunten	Ap,At
Galactic Gladiators	F Reamy	Ap,IBM
S.E.U.I.S.	F Lyon	Ap
The Cosmic Balance	F Murray	Ap,At,C64
1983		
Broadsides	W Garris	Ap,At,C64
Carrier Force	W Grigsby	Ap,At,C64
Combat Leader	W Hille	At,C64
Eagles	W Raymond	Ap,At,C64
Fighter Command	W Merrow, Avery	Ap,C64
Knights of the Desert	W Landrey, Kroegel	Ap,At,C64,IBM
North Atlantic '86	W Grigsby	Ap,Mac
RDF 1985	W Keating	Ap,C64
Pro Tour Golf	S Richbourg	Ap,C64
Ringside Seat	S Saracini	Ap,C64
Epidemic!	G Faber	Ap,At,IBM
Geopolitique 1990	G Ketchledge	Ap,C64
Fortress	F Templeman, Denbrook	Ap,At,C64
Galactic Adventures	F Reamy	Ap,At
Queen of Hearts	F Lyon	Ap,At
The Cosmic Balance II	F Murray	Ap,At
1984		
50 Mission Crush	W Gray	Ap,At,C64,IBM
Baltic 1985	W Keating	Ap,C64
Breakthrough in the Ardennes	W Landrey, Kroegel	Ap,At,C64
Field of Fire	W Damon	Ap,At,C64
Objective: Kursk	W Grigsby	Ap,At
Reforger '88	W Grigsby	Ap,At
War In Russia	W Grigsby	Ap,At
Rails West	G Campion	Ap,At,C64
Gemstone Warrior	F Lount,Gossen, Pickell	Ap,At,C64,Mac
Imperium Galactum	F Murray	Ap,At,C64
Questron	F Dougherty	Ap,At,C64
1985		
Batallion Commander	W Hille	Ap,At,C64
Battle of Antietam	W Landrey, Kroegel	Ap,At,C64,IBM
Kampfgruppe	W Grigsby	Ap,At,C64,IBM,Am
Mech Brigade	W Grigsby	Ap,At,C64,IBM
Nam	W Damon,Johnson	Ap,At,C64
Norway 1985	W Keating	Ap,C64
Operation Market-Garden	W Landrey, Kroegel	Ap,At,C64,IBM
Panzer Grenadier	W Damon	Ap,At,C64
U.S.A.A.F.	W Grigsby	Ap,At,C64
Wings of War	W Merrow, Avery	C64
Colonial Conquest	G Cermak	Ap,At,C64,ST
Six-gun Shootout	G Johnson	Ap,At,C64
Phantasie	F Wood	Ap,At,C64,IBM,ST,Am
1986		
BattleGroup	W Grigsby	Ap,C64
Gettysburg: The Turning Point	W Landrey, Kroegel	Ap,At,C64,IBM,(Am)
War in the South Pacific	W Grigsby	Ap,C64
Wargame Construction Set	W Damon	At,C64,(IBM),ST
Warship	W Grigsby	Ap,At,C64
Gemstone Healer	F Lount, Gossen, Pickell	Ap,C64
Phantasie II	F Wood	Ap,At,C64,ST
Rings of Zilfin	F Atabek	Ap,C64,IBM,ST
Roadwar 2000	F Johnson	Ap,C64,IBM,ST,Am
Shard of Spring	F Roth,Stack	Ap,C64,IBM
Wizard's Crown	F Murray,Brors	Ap,At,C64,IBM,ST
1987		
B-24	W Gray	Ap,C64,(IBM),(ST)
Battle Cruiser	W Grigsby	Ap,At,C64
Panzer Strike	W Grigsby	Ap,C64,(IBM),(ST),(Am)
Rebel Charge at Chickamauga	W Landrey, Kroegel	Ap,At,C64,IBM
Shiloh:Grant's Trial...West	W Landrey,Kroegel	Ap,At,C64,IBM,(ST),(Am)
Sons of Liberty	W Landrey, Kroegel	Ap,At,C64,IBM,(ST),(Am)
President Elect, 1988	G Hernandez	Ap,C64,IBM,ST
Phantasie III	F Wood	Ap,C64,ST,Am
Realms of Darkness	F Smith, Ngheim	Ap,C64
Roadwar Europa	F Johnson	Ap,C64,IBM,ST,Am
The Eternal Dagger	F Murray	Ap,At,C64,(IBM)

Total number of titles = 89 games
Total of Apple II titles = 86
Total of C64 titles = 63
Total of Atari 800 titles = 50
Total of IBM titles = 28
Total of Atari ST titles = 14
Total of Amiga titles = 10
Total of Macintosh titles = 4

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Once again the Alliance is being attacked by the tyrannical Krellan Empire. Even neutral planets are being scattered like cosmic dust. Alliance leaders, recently apprised of the Krellan's 'Operation Big Brother', are readying a special task force to try to unite each planet by forming a counter-empire. . .

EMPIRE-Wargame of the Century, from the STAR FLEET series of games, is a strategic simulation of global conflict, conquest, and empire building between two or three human or computer opponents. Starting with a single city, you must explore and conquer new territory, and produce the land, air, and sea forces needed to establish an empire. All your strategic skills are required, and there can be only one winner!

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To safeguard the freedom of the galaxy, the Alliance has commissioned its toughest warriors and assembled its most sophisticated technology to date. As Krellan Commander, YOU can make them REGRET it!

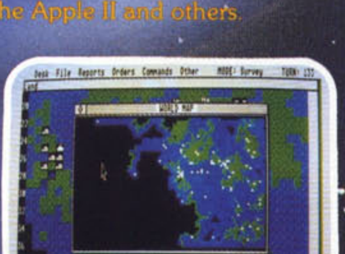
In **STAR FLEET II-Krellan Commander,** second in the STAR FLEET series of advanced space strategy simulations, your mission is to explore the star systems of the United Galactic Alliance, looking for planets to conquer and Alliance warships to destroy. Your ships are equipped with the latest technology, and on board are detachments of the feared Krellan shock troops. At higher ranks, you command dozens of warships & a million combat-hardened warriors to bring the Alliance to it knees!

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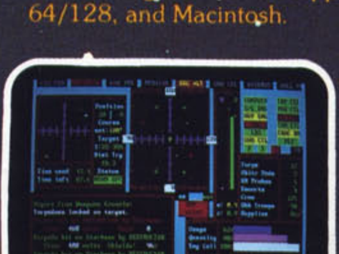
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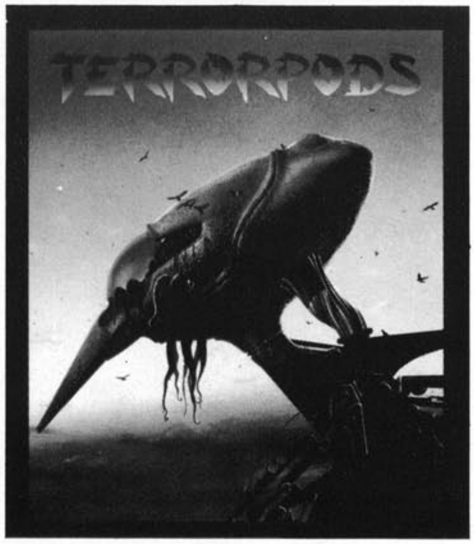
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EXPULSION OF THE TERRORPODS



by Hosea Battles, Jr.

TITLE:	Terrorpods
SYSTEMS:	Amiga, Atari ST
PRICE:	$29.95
DESIGNERS:	Ian Hetherington Colin Rushby
PUBLISHER:	Psygnosis Ltd. Liverpool, U.K.

Live and Let Spy

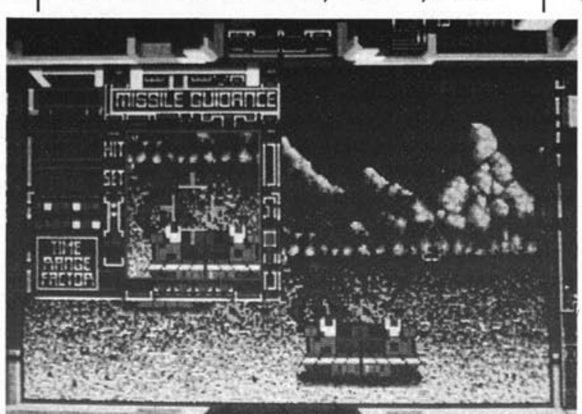
You cannot help but think that this is the last place a patriotic citizen of the Federation ought to be. There may be ten colonies in the main crater of the planet Colina, but it's been a dangerous place to be ever since that Empire Mother Ship arrived in orbit, occupied the planet, and enslaved the inhabitants. Now the inhabitants are forced to build the Empire's deadly Terrorpods. The Federation has chosen you to discover the secrets of Terrorpod manufacturing. Your mission is to collect the components to build a Terrorpod and make certain that the Federation gets them.

Lest you have entertained thoughts that this is going to be little more than a sophisticated scavenger hunt, however, you suddenly realize that the Empire has been tipped off as to your presence. Naturally, opposition awaits you.

This is the opening situation in *Terrorpods*, a game with arcade action, adventure, and strategy. Set in an outer space environment, this is not your typical arcade or adventure game. In fact, it offers the best graphics this reviewer has yet viewed on an Atari ST.

Detonite Blasts Forever

In initiating play, the player sees a three-dimensional view of the crater as though he were seeing it through the viewscreen of his Defense Strategy Vehicle. Surrounding this "viewscreen" are status boxes for fuel, detonite, num-



ber of armed missiles, DSV damage, points, scored, Terrorpod components collected, and position (on the X axis for horizontal position and the Z axis for depth). There is also a map mode available, but most of the play (trading with colonies and destroying the enemy) must be accomplished from the three-dimensional view. Further, the player must use all of the input devices available on the computer (keyboard, joystick, and mouse) in order to succeed at the game.

As mentioned earlier, the graphics are outstanding. Each facility is very detailed and easy to recognize. Even the enemy are artistically depicted with care, including the jagged edges of destroyed Terrorpods. Further, every color and shade which the ST can display is used in this program. The graphics even depict movement smoothly.

For Poor Eyes Only

The brief manual, however, is misleading at times. According to the documentation, forward movement (the Z axis) is limited to about 8,000 units in the DSV. This is simply not true. It is limited to 7,750 in the three-dimensional viewscreen and 7,950 in the map mode. This limitation makes it difficult to judge what Z position a facility is on after one reaches the 8,000 mark and this makes it nearly impossible to finish one's partial map. Facilities themselves extend to the Z position of 16,000 and must be reached via the trading drover. Nevertheless, this doesn't help with the player's mapping.

Players will want to be alert to three extremely useful radio commands. They are mentioned in the documentation, but may not be clear. The INDE command (Installation Indestructible) makes any building impervious to Terrorpod fire. The DMTO command (Defensively Mine The Object) enables players to mine a facility so that it will explode upon contact with the enemy. The RACO (Re-activate Current Object) allows players to bring an object back to full functionality, even after it has been destroyed. All three commands are object specific and can only be used a limited number of times.

The Man With A Golden Tongue

Trading, however, is the primary key to the game. Players will not be able to survive without trading with the ten colonies. Players must trade for fuel, minerals, and Terrorpod components. Each of the colonies has a Resource Center and these usually have a good supply of everything. Each center places different values on the commodities and finding out what to trade at each colony is critical to winning the game. Those who would like to have an edge in trading should check

(Continued on page 42)

TEVEX Computer Software

ACCESS	Apple	Atari	C-64	IBM	ST
Echelon			$31		
Leader Board		$12	$15		$31
Tenth Frame			$28	$31	$28
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"Course Disks	$15		$15		

ACCOLADE	Apple	Atari	C-64	IBM	ST
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" Course Disk #2				$15	
" Course Disk #3-4				$27	
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Portal	$31		$28		
Shanghai	$24		$21	$24	$28
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Guderian	$21	$21	$21		
Gulf Strike	$21	$21	$21	$21	
Incunabula				$21	
NBA	$28		$28		
Spitfire 40			$24		
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" " Team Disk			$15	$15	
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Expansion Disk	$18				
Campaign Disk	$18				

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Lode Runner	$24	$24	$24	$24	
Print Shop	$34	$31	$31	$41	
" " Companion	$28	$24	$24	$34	
PS Holiday	$18		$18	$18	
PS Library 1 or 2	$18	$18	$18	$24	
PS Library #3	$18	$18	$18		
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Toy Shop	$34			$34	
Carmen-World	$28		$24	$28	
Carmen - US	$31		$24	$31	
Wings of Fury	$24				

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Marble Mad	$24		$21	$21	$24
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7 Cities Gold	$12	$12	$12	$12	
Scrabble	$28		$23	$28	
Skate or Die			$21		
Skyfox	$12		$12		$31
Skyfox II			$21		
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Strike Fleet			$21		
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Str Basketball			$28	$28	
Sub Battle	$28		$28	$28	$28
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EPYX JOYSTICK		$15	$15		$15

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Crusade Eur.	$28	$28	$28	$28	
Dec. Desert	$28	$28	$28	$28	
F-15	$24	$24	$24	$24	$28
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Normandy	$28		$28		
Reach Stars	$31		$31		
Russia	$28		$28		
Run 5 Issue #8	$4				

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SSI	Apple	Atari	C-64	IBM	ST
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TERRORPODS

(Continued from page 39)

the table which accompanies this article and note the values assigned to commodities at each colony's location. These values do not change from game to game. Note that it is also possible, however, to trade directly at any of the facilities (mines, plants, and manufacturing centers), as well as the colonies. Observe in particular that manufacturing centers offer the best opportunity to find Terrorpod components and that they also have a large quantity of fuel rods on hand at all times.

Commodity Values

Resource Center	Quaza	Zenite	Aluma	Fuel Rods	Detonite
Center One	3	2	6	3	8
Center Two	6	6	4	1	1
Center Three	6	4	6	4	2
Center Four	6	6	4	1	4
Center Five	6	2	2	6	2
Center Six	4	7	5	2	4
Center Seven	4	6	7	1	3
Center Eight	6	6	6	1	8
Center Nine	4	4	8	2	6
Center Ten	4	4	9	1	6

From Hosea With Love

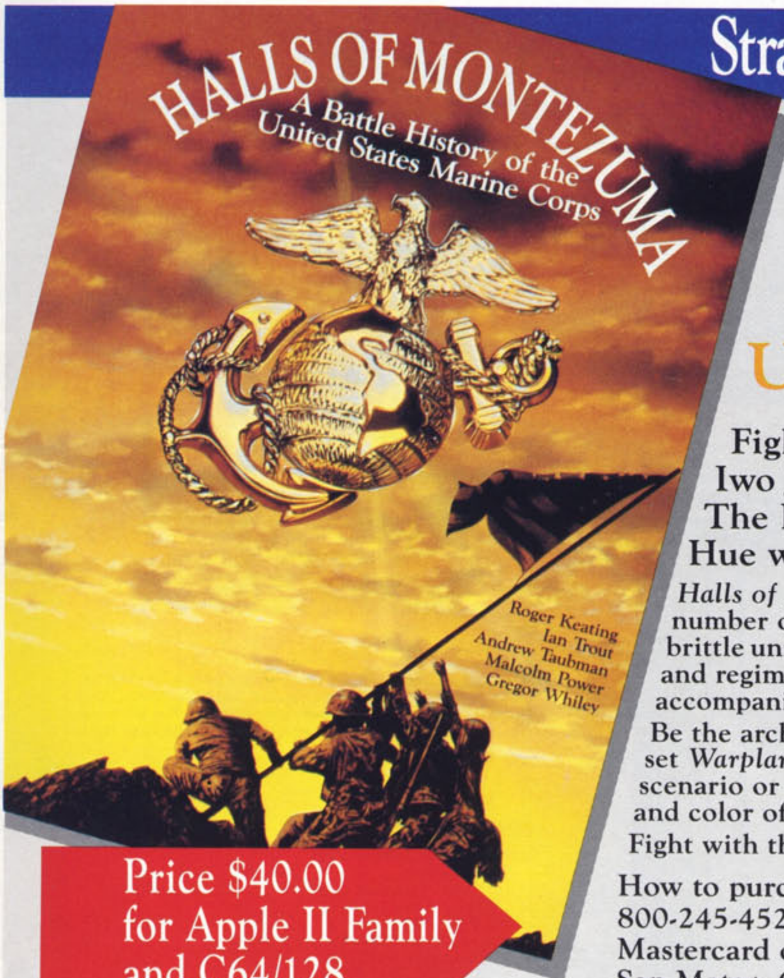
Here are some hints to help players survive.

1. Terrorpods can only be destroyed with a missile. Terrorpods and Spoilers can be forced to retreat back to the Mother Ship with phaser fire.
2. Use the INDE command on Manufacturing Centers as many times as possible.
3. Learn the locations of all six Manufacturing Centers.
4. Complete the map.
5. Save games frequently, especially if a component is obtained.
6. Components are completed at different times during the game. Note that the time varies from game to game.
7. Missiles can be destroyed with phaser fire.
8. Selectively mine fuel and detonite mines. Spoilers love to raid these facilities.
9. Rebuild damaged shuttles. Shuttles transport critical supplies.
10. Recognize that Spoilers cannot be destroyed, even if hit by missiles. Don't waste missiles on them.

Dr. Yes

This is definitely one of the best action, strategy, and adventure games ever marketed for the ST, a game that will have players coming back to it time and time again. If anyone wants to show off the graphic capabilities of the ST, this is the game to use. In this reviewer's opinion, Terrorpods is a sure fire hit.

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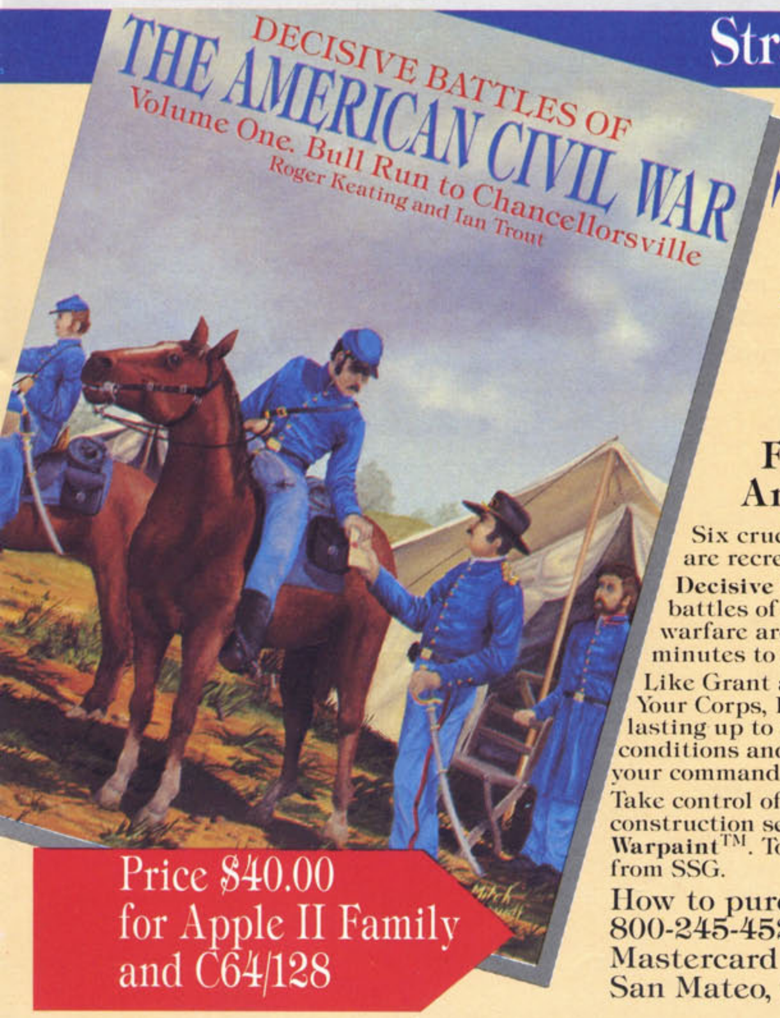
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Welcome to a new CGW feature! The Computer Gaming World Hall of Fame has been formed to honor those games that over the course of time have proven themselves to be long term top rated games by the readers of CGW. Inductees into the CGW Hall of Fame are chosen by the staff of CGW. Once inducted into the Hall, the game will be retired from the current Game Ratings List. As a consumer you can be assured that any game in the CGW Hall Of Fame is an all-time favorite.

And without further ado, here are the charter inductees into the CGW Hall of Fame.

The top rated Adventure Game in history, and the first inductee into the CGW Hall Of Fame (Adventure Division) is Origin System's Ultima IV with a 7.80 average rating over the course of eleven separate ratings of the game. The second inductee is Sir-Tech's Wizardry: Proving Ground of the Mad Overload (7.69, 20 ratings). Next is Origin System's Ultima III (7.55, 14 ratings). The Final charter inductee into the CGW Hall of Fame (Adventure Division) is Electronic Arts' Bard's Tale (7.49, 11 ratings).

The first inductee into the CGW Hall of Fame (Strategy Division) is Strategic Simulation's Kampfgruppe (7.66, 11 ratings). Second is Electronic Art's M.U.L.E. (7.44, 18 ratings).Third is SSI's Mech Brigade (7.28, 11 ratings); Then we have Software Toolwork's Chessmaster 2000 (distributed by EA) with a 7.25 rating over 10 rating periods. The final charter inductee into the CGW Hall of Fame is SSI's War In Russia (7.20, 11 ratings).

Reader Input Device #45

On this page, a number of games and articles are listed for evaluation, as well as some general interest questions. For each game which you have played or each article which you have read, place a 1 (terrible) through 9 (outstanding) next to the appropriate number.

Games

1. Gettysburg (SSI)
2. Empire (Intstel)
3. Battle of Antietam (SSI)
4. Rebel Charge (SSI)
5. Seven Cities Gold (EA)
6. Earl Weaver Bsball (EA)
7. Russia (SSG)
8. War in So. Pac (SSI)
9. Carriers at War (SSG)
10. Europe Ablaze (SSG)
11. Stealth Fighter (MicPr)
12. Starflight (EA)
13. Gunship (MicPr)
14. Might and Magic (NwWrld)
15. Pirates (MicPr)
16. Bard's Tale II (EA)
17. Return of Werdna (SrTch)
18. Legacy LLygamyn (SrTch)
19. Knight Diamonds (SrTch)
20. Borrowed Time (Actvsn)
21. Halls Montezuma (SSG)
22. Battlegroup (SSI)
23. AR: The Dungeon (Dtsft)
24. Airborne Ranger (MicPr)
25. Tomahawk (Dtsft)
26. Shiloh (SSI)
27. High Seas (Garde)
28. Blue Powder, Grey (Garde)
29. Breach (Omnitrend)
30. Falcon (SpHolo)
31. Sons Liberty (SSI)
32. Siboot (Mndscpe)
33. Sherlock (Infcom)
34. Legacy Ancients (EA)
35. Strike Fleet (EA)
36. Battles In Normandy (SSG)
37. Yeager Fl. Trn. (EA)
38. Gauntlet (Mndscpe)
39. Demon Stalkers (EA)
40. Skyfox II (EA)

Articles

41. Voices of Future
42. Space Arcade Survey
43. C.E.S. Report
44. Terrorpods Review
45. Space Quest Hints
46. Breach Review
47. Titans: SSI
48. Halls of M. Review
49. Scorpion's Mail
50. Wasteland Sneak
51. Boot Hill
52. Letters
53. CGW Hall of Fame

Questions

54. Not counting computer entertainment, which of the following is your favorite type of entertainment:
a) television, b) movies, c) spectator sports, d) books, e) comic books, f) records, tapes, cd's, g) role-playing games, board games, h) Other (please specify).
55. What would be your second choice from the above list?
56. What would be your third choice from the same list?

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3.3 - Close Assault; Computer Ambush; Adventure Game Contest; Pinball Construction Set; Germany 1985; Galactic Attack; Two Computer Baseball Leagues; Chess 7.0; and more!

3.4 - Suspended; M.U.L.E.; Battle for Normandy Strategy; Serpent's Star Hints; Cosmic Balance Contest Results; Knights of the Desert; Galactic Adventures; Computer Golf!; Bomb Alley; and more!

3.5 - Electronic Arts; Combat Leader; Archon; Lode Runner; TAC; Paris in Danger; Cosmic Balance II; Delta Squadron; Zork III Tips; and more!

3.6 - Ultima III; Operation Whirlwind; Reach for the Stars; Legacy of Lylgamyn; Broadsides; North Atlantic '86; Zork II Tips; and more!

4.2 - Chris Crawford on Computer Game Design; Goren's Computerized Bridge; Carrier Force; DIRECTORY OF GAME MANUFACTURERS; Robotwar Tournament Results; M.U.L.E. Designer Notes; Starcross Tips; Parthian Kings; and more!

4.3 - Seven Cities of Gold; View from a Playtester; Universe - Two Reviews; Mig Alley Ace; Questron; Tycoon and Baron; A Broadsides Replay; Chancellor of the Exchequer; Enchanter Tips; Children's Games - A Shopping Guide; Under Southern Skies; Chivalry; and more!

4.4 - Jupiter Mission; Fifth Eskadra; Excalibur review and Designer's Notes; War in Russia; President Elect and 1984; Lode Runner Contest; Fighter Command; Galactic Gladiator Scenarios; Flight Simulator II and Solo Flight; Crypt of Medea; Sorcerer Tips; and more!

4.5 - Staying Alive in Wizardry; Adventure Gaming Conference; CGW Baseball League; The Computer as Opponent; Sundog; CGW Computer Game Conference; Road to Moscow; Strategy Game Tips; Deadline Tips; Seven Cities of Gold Designer Notes; Rails West; and more!

4.6 - Carrier Force Replay; When Superpowers Collide; Mail Order Games; Panzer-jagd Review; More Galactic Gladiator Scenarios; Cutthroat Hints; Should You Turn Pro?; Dreadnoughts; F-15 Strike Eagle; and more!

5.1 - War in Russia Replay (Pt 1); Hitchhiker's Guide to the Galaxy (two articles); A Software Agent Looks at the Industry; Breakthrough in the Ardennes Designer Notes; Gulf Strike; Cosmic Balance Contest Results; Clear for Action; and more!

5.3 - Sports Games Survey; The Battle of Chickamauga; Imperium Galactum; Games You'll Never See; Crusade in Europe Design Notes; Lucasfilm Enters Home Gaming; Baseball Games for Your Computer; Mindwheel Hints; Silicon Cerebrum; Reforger '88; Napoleon at Waterloo; and more!

5.5 - The Future of Computer Gaming; The Bard's Tale; Game of the Year Awards; Crusade in Europe and Decision in the Desert; Computer Football Survey; Ultima III; Golan Front; Wishbringer Tips; How To Telegame; Colonial Conquest; Star Fleet One; Star Crystal; Speculator; Incunabula; and more!

#26 - Conflict in Viet Nam; Inside Ultima IV; The Halley Project; Silent Service Designer's Notes; The Kobayashi Alternative; Spellbreaker Tips; Koronis Rift; Eidolon; Story Tree; and more!

#27 - Under Fire Replay; Europe Ablaze and U.S.A.A.F.; Map Design for Computers; 7th Fleet; Game Manufacturer Survey; Battle of Antietam; Ballyhoo Tips; and more!

#28 - The Dark Ages of Computer Game Design; Three article on computerized baseball; Autoduel; Alter Ego; Nam; The Current State of the Entertainment Industry; Halley Project Update; Amazon Tips; and more!

#29 - Battlegroup & Mech Brigade; Psi 5 Trading Co.; Battle of the Atlantic (SimCan); Universe II Playtester Notes; Island of Kesmai; Borrowed Time Tips; Golf Games; Countdown to Shutdown; Moebius; Norway 1985; Clash Of Wills; and more!

#30 - American Dream Review; Phantasie II; Industry Survey; Kobayashi Alternative Revisited; Orbiter and Flight Simulator for Mac; Silent Service for Atari; Championship Basketball; and more!

#31 - Wizard's Crown; Trinity Playing Tips; Operation Keystone; Habitat/Quantumlink; Baseball stat programs; Grand Slam; Race Car Simulator; Amiga graphics/music/video programs; APBA Baseball; Spin Out; World Karate; and more!

#32 - Interview with Alan Miller; Interview with Brian Moriarty; Lords of Conquest review and strategy notes; Alternate Reality; Battlefront; A Mind Forever Voyaging playing tips; Chessmaster 2000; Rommel-Battles For Tobruk; Bronze Dragon; and more!

#33 - Leather Goddesses of Phobos Hints; Computer GamingThe Year in Review; GettysburgThe Turning Point; Shard of Spring; Interview with Chris Crawford (Pt1); DragonFire II; and more!

#34 - MoonMist Hints; Robot Rascals; Defender of the Crown; Iwo Jima/Falklands; Amnesia; Adventure Game Conference; Warship; Interview with Chris Crawford (Pt2); Major Motion; 1985-1986 INDEX; and more!

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#37 - WORLD WAR II ISSUE - Survey of WWII Computer Wargames; The Future of Computer Wargaming (1988-1992); Killed Until Dead; Realms of Darkness; Stalingrad Campaign; WWII Tactical Wargames Compared; Full Count Baseball; Electronic Arts Company Report; Wrath of Denethenor; Portal; Warship Scenarios, and more!

#38 - FANTASY/ADVENTURE ISSUE - Bard's Tale II: S.D.I.; Bureaucracy Tips; Sub Battle Simulator; King's Quest III; Computer Role-Playing Games (An Editorial); Battlecruiser; Accolade's Comics; Activision Company Report; Sinbad & Throne of Falcon; Interview with Jon Freeman and Ann Westfall; Where in the USA is Carman Sandiego; and more!

#39 - GAME DESIGN ISSUE - Game Development at Broderbund; Phantasie III; Euclid vs. Patton (Field Algorithms); Dragon Side II Review; Industry Report from C.E.S.; PHM Pegasus; Goodbye 'G' Rated Computer Games; Theatre Europe; B-24 Notes; Designer Play Tips on Defender of the Crown; Infocom Company Report; Uninvited reviewed; The Sentry; Zen & the Art of Game Design; and more!

#40 - WARGAMING ISSUE - SSG's Russia (The Great War...); Ultima V and Wizardry IV (Comparative Overview); SimCan's Rommel At Gazala; Lurking Horror Tips; E.O.S.; Guderian; Rebel Charge at Chickamauga; The Best Educational Games of 1987; The Origins of Company Names; Street Sports Baseball; California Games; The Eternal Dagger; Goodbye 'G' Rated Computer Games (Part 2); and more!

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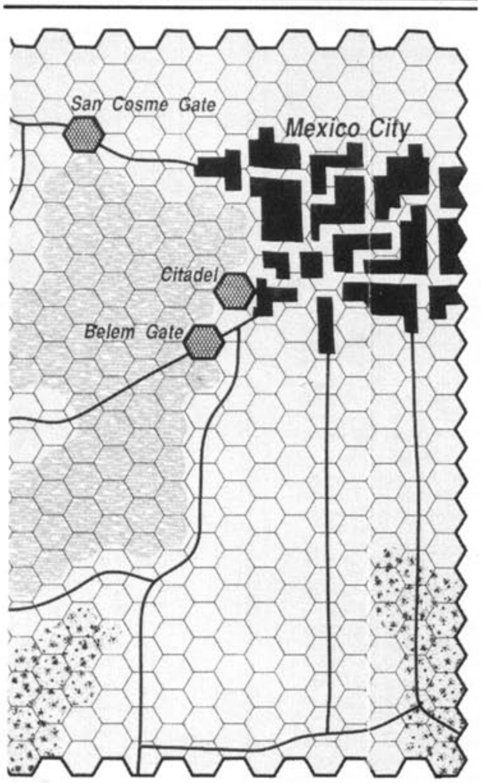
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Halls of Montezuma

(Continued from page 25)

The final Okinawa scenario involves higher movement costs due to the soggy ground. This is because the main Japanese forces withdrew from the island under cover of a heavy storm. The Korean scenarios are night action intensive, due to the North Korean People's Army's preference for night attacks. It is occasionally advantageous to activate regiments for nocturnal actions in the other scenarios, but it is *absolutely vital* in these two. Finally, the Hue scenario forces the Allies to fight against an enemy that is not territorially-oriented while attempting to achieve *divisional* objectives rather than the standard regimental objectives.



In short, there is much to commend HOM. Many players will appreciate the command structure which allows experienced SSG gamers to zip through the menus and play any scenario in two hours or less. Others will appreciate the fact that one can use the menu approach to monitor details as closely or loosely as one desires. Some will continue to revel in the infinite constructability and variability of the system. Still others will become obsessed with the command problems of a particular scenario.

Whatever one's reason for playing the game, it is impossible to play the game without learning something. Finally, a word to those who have just started playing SSG games. Do not give up. This reviewer once thought the games impossible to win, but observing when regiments were almost out of supply or about to weaken through fatigue and casualties, learning how to coordinate off board support, and rotating unsuccessful units into reserve and away from failed breakthroughs have been significant keys to victory. HOM does not allow players to be the "god of the battlefield," but it sure offers an Olympian challenge.

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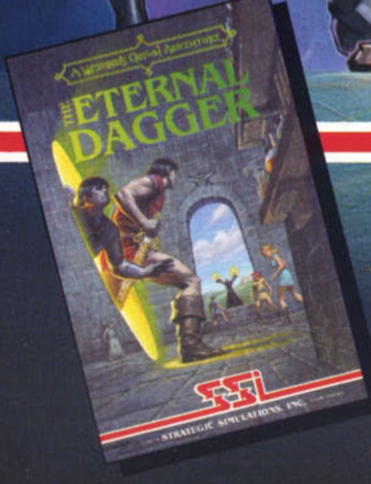
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Titans of the Computer Gaming World



(Continued from page 37)

growing. SSI expects that in fiscal 1988, for the first time, sales in IBM format will exceed all others. The upshot of this is that more and more games will be released in IBM format first. You can also expect to see games that need memory well beyond the 64K limit imposed by the Apple and C64 market. The times, they are, indeed, changing.

Compared to IBM, C64 and Apple II, the sales of games in formats for newer computers are disappointing. The Amiga, the Atari ST and the Mac offer exciting possibilities for game designers but little reward for their publishers. SSI will continue to release titles to all of these markets. After all, the IBM PC was introduced in 1981 and has taken seven years to become the largest segment of the strategy game market. At the least, some of these newer systems will also achieve respectable markets in the next few years.

The Promise of Games Future

The staff at SSI, from Joel Billings down to the mail room, is excited about the deal with TSR. SSI will market a line of computer products under **TSR**'s *Advanced Dragons & Dungeons* (AD&D) trademark. The first of these—*Pool of Radiants*—is a solitaire role-playing gameset in TSR's *Forgotten Realms*. It is being developed jointly by SSI and TSR and is due out this summer. Another program due in 1988 is a sort of *Dungeon Master's Assistant* to be used by the DM in a conventional multiplayer game of D&D. Another project already under development is a D&D action/arcade game set in TSR's *Dragonlance* world. It should be ready in late Summer or Fall. There will certainly be more solitaire role-playing games and SSI is looking into the possibility of an "interactive movie" type game with a D&D theme.

Obviously, all this activity anticipates a huge market for AD&D software. If it is successful, it may well transform the public image of SSI into a "D&D company" instead of a "strategy game company". Joel wants to reassure all of you, however, that SSI will not forget its roots! He plans to continue the current practice of releasing 11 or 12 titles per year. Five or six of those will be wargames.

The obvious conclusion then is that there will be far fewer SSI fantasy games that are *not* AD&D-related. As Joel puts it, they'll always be looking for a few "really outstanding games." To prove the point, there will be a couple of science fiction games released later this year. One will be a role-playing game and the other a strategy game of galactic conquest.

As for future trends, the SSI team is excited by the popularity of the IBM format and plans to emphasize it more. "An IBM-compatible system with EGA graphics is a very good game machine!," Joel says. He's right! The hardware is cheap and seemingly ubiquitous. The Enhanced Graphics Adapter (EGA), with 16 colors and 640 by 350 resolution, is superior to Apple II and C64 systems. We had a good laugh about the irony of cheap clones making IBM's business-oriented PC into the preferred game machine of 1988! Listening, however, to Joel describe Gary Grigsby's forthcoming monster game — a global WWII game for IBM only (at least at first)—I know I will have to have one!

Scorpion's Tale

(Continued from page 9)

obstacle, if you looked all around before leaving the crash site.

After that, it's simply a matter of going on (carefully) until you find you can't go any further. That's because you're being held in a forcefield by some kind of alien presence. The alien has a bargain to make with you, providing you can understand what he says (if you can't, tch! you missed something back on the Arcada).

Shortly afterwards, you're back on the surface again, scouting around for the lair of a rather unpleasant creature. You still have no weapons, but if you could improvise before, you can do it now, too. A careful examination of your inventory is in order. Just remember that once you enter the lair, you'll only have time for one move, so it had better be the right one (if not, at least you remembered to save before going in . . . I hope).

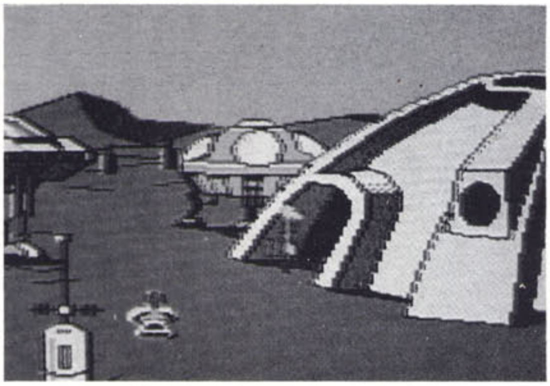
When you've satisfied the alien's request, you get some transportation in return. Do look around before you take off, just so that you don't miss anything. You should also save the game, because another arcade-type sequence is coming up.

This one is a seemingly-endless trip across the desert to the town of Ulhence Flats. Along the way, you'll pass quite a number of boulders, which you must avoid, or they will damage your skimmer. If it takes too much damage, well, let's not think about that. There are no tricks here, it's simply a matter of accurate joystick manipulation, to keep your skimmer (and yourself) in one piece. Save after you make it through, so you won't have to do it again.

Ah, civilization (of sorts) at last! Stroll around town a bit, to see what's there (not much). Tiny's Used Spaceships will probably catch your attention. However, while you may wish fervently to get off this sand-choked planet, you won't get very far without money, something you don't have very much of at the moment. Not to mention, you don't have much idea of where to go, either.

After all that travelling through the desert, you're probably thirsty, and what luck! there's a bar in town. It may remind you of a certain cantina in a certain movie, but the resemblance is probably imaginary (grin).

One item you'll want to check out is the slot machine. You can make some money here, and you can also die trying. The slots are controlled by the program, so you just make



your bet and wait to see what turns up. Save before you start, and save every so often when you've accumulated some cash. It will be a matter of time (perhaps a long time), but eventually you'll have just enough money to buy everything you need.

Once you have your ship and your navigator droid, it's off to the Sarien vessel for the final act in this little comedy-drama. Getting there is no problem; the droid knows its business, and you'll find yourself "parked" in space by the Sarien ship in practically no time.

After that, however, you're on your own. First, you have to get inside the ship. Then you need to find a way of moving around without being seen. One human in a vessel full of aliens is, well, a bit noticeable. Still, you haven't come all this way just to give up now.

When you can walk around the ship without being detected, you need to find the location of the Star Generator. You will also want some weapons. Sooner or later (probably sooner), you'll be discovered and since there's no way to avoid that, it's best to be prepared. Again, remember to look at everything you come across.

One other thing you must find is a way off the ship after your work is done. You won't be able to leave the way you came in, so make sure you know where to head for. There won't be much time as the Star Generator counts down to self-destruction.

Once off the ship (which explodes nicely behind you), the rest is automatic, including the great celebration in your honor. Try not to let it go to your head, but don't worry: your admirers will make certain that it doesn't (hehe).

Space Quest is a game of moderate difficulty in terms of the puzzles and their solutions, but may seem harder for two reasons. One is the complete lack of any descriptive texts in the various locations. You really, absolutely, must look very carefully at the screen, and then use the "Look" (or "examine") command frequently. Keep in mind that "Look" by itself will not tell you anything. It is always necessary to "Look" at something, such as "Look cave" or "Look panel". If you forget to do this, you may well miss something, and in a linear game such as this one, that could mean a lot of restoring to much earlier positions in the adventure.

The second reason is the game's antiquated, and occasionally picky, parser. Don't expect anything sophisticated from it. Think of it as something from an old Scott Adams adventure and you shouldn't have too much trouble. As an example, at one point in the game I typed "Throw X at Y" (never mind what X and Y were). The program couldn't understand this at all. However, the command "Throw X" worked. So remember that simple is usually better in this game.

Graphics on the Apple //e, although double hi-res, are not spectacular. Most of the backgrounds looked good, but the figure you manipulate seemed a little smeary and not well-defined in sideways views. However, the real minus is the long wait while a new screen is loaded in. Each time you move to a new location (by

(Continued on page 51)

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Visit your retailer or call 800-245-4525 (in CA 800-562-1112) for VISA or MasterCard orders. To purchase by mail, send check or money order to Electronic Arts, PO Box 7530, San Mateo, CA 94403. Add $5 for shipping and handling. Allow 2-4 weeks for delivery. To get a complete product catalog and order form, send 50 cents and a stamped, self-addressed envelope to Electronic Arts Catalog, 1820 Gateway Drive, San Mateo, CA 94404.

GDW Game Designers' Workshop
Since 1973
PO Box 1646, Bloomington, IL 61702-1646
(309)452-3632

Scorpion's Tale

(Continued from page 49)

walking off the end of the current screen), the program goes to disk to get the next room, and this is very slow. Combined with having to move the figure from one end of the screen to the other, playing the game can at times seem a very drawn-out procedure. In the 16-bit versions this may not be a problem, but Apple owners will need some patience.

The arcade sequences depend more on timing than anything else. Still, one error in any of them will force a restore, and this drags out the game. Probably the most tedious of them is crossing the desert in the skimmer. Movement of the vehicle (at least on the Apple) is slow and a bit jerky. Many of the boulders can be avoided without moving at all, but you will have to do some dodging around, and it's likely the skimmer will take a few hits before you reach your destination.

Why designers want to put things like this in an adventure game is a mystery. Typically, adventure games are mental puzzles which require thought and reflection, not hand-eye coordination. There are plenty of games on the market for those who want fast action and dexterity exercises. These don't really belong in an adventure game.

Another mystery is the slot machine. It is the only way to acquire the money needed to buy the spaceship and the droid. However, all you do is place bets and wait to see what comes up. As the results appear to be totally random, it can take quite awhile before you have the money you need. There really ought to have been another way of obtaining the necessary cash, besides the slots.

While the adventure comes on four double-sided disks (Apple), most of the space seems to be given over to the graphics, since there are really only four major locations in the game: the interior of the Arcada, the Keronian desert, the town, and the interior of the Sarien ship. Each of these, in turn, has a number of areas within it, but not very many. Therefore, mapping, at least, is no problem. The game just seems larger, because of the full-width screen and the necessity for moving a character figure across it.

The game works with one or two drives. On a two-drive system, you can put your save disk in the second one, which is very handy. Saving, as noted earlier, is quick, although the restores, which require loading in of screens, are slow.

There are pre-defined commands for the number keys, such as saving and restoring games, repeating a just-given command, and so forth. If you want to restore a game after meeting an untimely end, you must use the number key for the restore, as the program will not accept any other keyboard input. The ESCape key functions as a game pause, which can be helpful in some situations.

The manual is thin. It contains only some background information on the plot and a few hints on playing the game. A separate command card is included with instructions for your particular computer, along with a list of the special command keys and what they do. While this is not a lot of information, it's more than sufficient to get you started and see you through the adventure.

Overall, Space Quest is a middle-of-the-road game. While it's not likely to stump veteran adventurers for long, novice and intermediate players will probably find it challenging enough, as long as they don't mind having arcade sequences in the adventure.

Well, I see by the old invisible clock on the wall it's that time again. If you need help with an adventure game, see the bottom of my other column in this issue (check the table of contents) for information on how to get in touch with me. Until next time, happy adventuring!

Do Arcade Sequences Have a Place in Adventure Games?

An Editorial Comment

by Scorpia

Why some designers feel the need to put arcade sequences in adventure games is a mystery. Typically, adventure games are mental puzzles which require thought and reflection, not hand-eye coordination. There are plenty of games on the market for those who want fast action and dexterity exercises. These do not really belong in an adventure game.

Of course, this is nothing new. A few games over the years have had some action parts to them, but fortunately, only a few. Generally, these arcade sequences add nothing to the game but frustration. One of the more notorious was the lava-jumping in an old adventure called *Mask Of The Sun*. It was necessary to hop onto a rock that popped up and down in the lava. This was the only means of getting across. Failure meant restoring the game and with only one chance to get onto the rock, that usually meant a lot of restoring.

Things like this do nothing to advance the game, they merely slow progress down by placing unnecessary obstacles in the player's path. Having to unravel the puzzles in an adventure is usually quite enough for most people. They do not need the aggravation of live-action sequences on top of that.

There is nothing wrong with arcade action in the proper place, a game that features arcade as the main action. Sticking it into the middle of an adventure game (any adventure game) only makes for an irritating intrusion that most adventure players can do without.

CONVERSIONS RECEIVED

For the Amiga:

Shadowgate (Mndscpe)

For the Apple II:

B-24 (SSI)

For the Atari ST:

Tracker (Frbrd)
Wargame Construction Set (SSI)

For the IBM:

Elite (Frbrd)
Gauntlet (Mndscpe)
Guild of Thieves (Frbrd)
Legacy of Llylgamyn (SrTch)
The Pawn (Frbrd)
Phantasie III (SSI)
Tomahawk (Dtsft)
Ultima IV (Origin)

For the Macintosh:

Jewels of Darkness (Frbrd)

Taking A Peek

Continued from pg. 5

tremendous fun for arcade-style racing fans. C-64/128 ($29.95), ST ($44.95). Circle Reader Service Card #9.

FTL Games
P. O. Box 112489
San Diego, CA 92111

DUNGEON MASTER: Role-playing enthusiasts who find the title pretentious will have all doubts removed when they boot up this incredible graphic representation of dungeoneering. Characters must use combat tactics and cast spells wisely in order to survive, as well as solve difficult puzzles and avoid nasty traps. Amiga, Apple IIGS, ST ($39.95). Circle Reader Service Card #10.

OIDS: How many OIDS will have to spill their oil before the tyranny of the fiendish Biocretes can be brought to an end. The player's mission is to rescue the OIDS by facing enemy hell jets, heat-seekers, and burst orbs, as well as gravity traps and teleport puzzles. Cute graphics and built-in constructability make this arcade game with reminiscences of "Choplifter" and "Lunar Leeper" an interesting product. ST. Circle Reader Service Card #11.

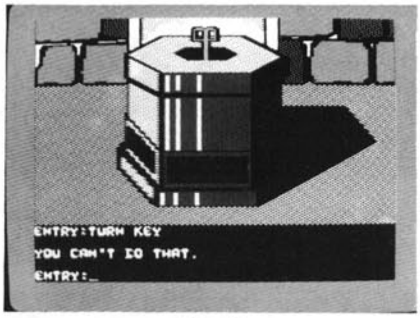
Infocom
125 Cambridge Park Dr.
Cambridge, MA 02140

SHERLOCK: RIDDLE OF THE CROWN JEWELS: "Not so elementary, my dear Watson," should be the synopsis of this new Infocom adventure and initial entry in the "Immortal Legends" series. Players have Holmes at their side, but they are the ones who, as Watson, have to actually solve the mystery by solving Moriarty's riddles. As in other recent Infocom games, this one comes with the on-screen hint utility. Many machines ($39.95, C-64/128 $34.95). Circle Card #12.

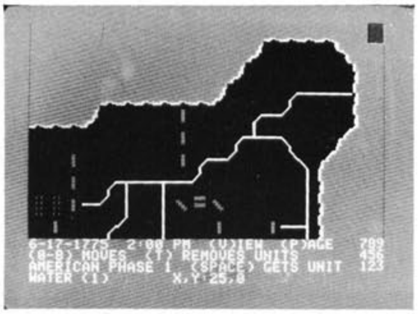
Mindscape, Inc.
3444 Dundee Road
Northbrook, IL 60062

MISL SOCCER: Like its sister game, "Superstar Ice Hockey," this game offers fast-paced on-field action, an extensive league database, clear graphics, smooth animation, and the capacity to act as player, coach, and general manager. Fortunately, players will not have to worry about rioting soccer fans when simulating the Major Indoor Soccer League. C-64/128 ($34.95), Apple II, Amiga, Amiga ($39.95). Circle Reader Service Card #13.

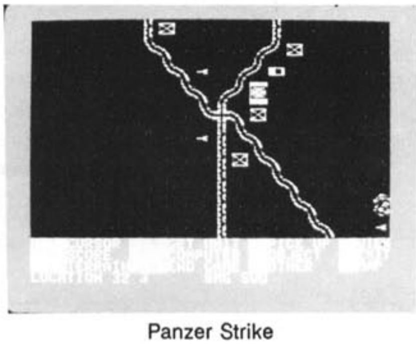
TRUST AND BETRAYAL: THE LEGACY OF SIBOOT: Those who are anxiously awaiting Chris Crawford's latest design should breathe a sigh of relief. This is potentially the most multi-faceted adventure game to date. Players find themselves on the moon, Kira, in this science fiction adventure which requires players to learn an alien language in order to interact in negotiation and/or social intercourse. Fortunately, all seven species on Kira communicate in one common language, eeyal. Eeyal is an image-based telepathic language which the

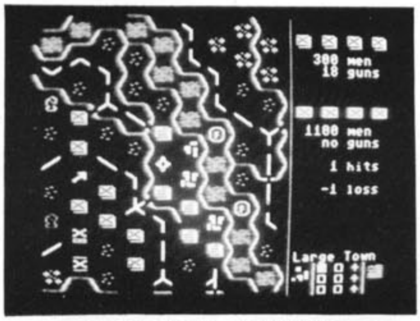


Dondra



Sons of Liberty


Panzer Strike



Decisive Battles / Civil War

player must learn if he wishes to become the next Shepherd of Kira, the secular and spiritual leader of both Kira and the planet, Lamina. Mac ($49.95). Circle Reader Service Card #14.

Spectrum HoloByte
2061 Challenger Drive
Alameda, CA 94501

DONDRA - A NEW BEGINNING: A graphic adventure with sequels to follow, "Dondra" puts the player in the role of the last surviving Tellasien, a race pledged to defend the peaceful Elders of Dondra. As the sole defender of these wise and peaceful people, players must defeat the demonic Colnar by finding the Crystal Prism of Heheutotol. Players will gain experience points throughout the adventure which will help them in future Questmaster releases. Apple II ($39.95). Circle Reader Service Card #15.

Strategic Simulations, Inc.
1046 N. Rengstorff Ave.
Mountain View, CA 94043

PANZER STRIKE: This may be the quintessential Gary Grigsby design. This construction set version which SSI calls, "Kampfgruppe done right on a Squad Leader scale" is a tactical wargamer's dream. Players will be able to design scenarios from both the Eastern and Western Fronts, as well as North Africa. The beauty of this is that they can be small to large group actions, built from individual tanks and squad units. Apple II ($49.95), C-64 ($44.95). Circle Reader Service Card #16.

SONS OF LIBERTY: Imagine the award-winning American Civil War series with American Revolutionary War battles and you will have the feel of this extremely playable game. Of course, the ranges are shorter and the morale more volatile, but those who like the ACW series will undoubtably like this release. Apple II, Atari 8-bit, IBM ($39.95), C-64/128 ($34.95). Circle Reader Service Card #17.

Strategic Studies Group
1747 Orleans Court
Walnut Creek, CA 94598

DECISIVE BATTLES OF THE AMERICAN CIVIL WAR: VOLUME I: Antietam, Bull Run (First and Second), Chancellorsville, Fredericksburg, and Shiloh are the battles (scenarios) in this volume. Ian Trout and Roger Keating are masters at designing the command perspective and they have introduced a tiered approach to command in the ACW. Players can view the battle as Army Commander of Corps, Divisions, and Brigades. Each level has its own AI structure to act as subordinates. Apple II, C-64/128 ($39.95). Circle Reader Service Card #18.

(Continued from page 6)



not in command from its upper level HQ, command and supply cannot be returned. In brief, one must operate with, rather than against, the chain of command.

The second error revolves around how the computer resolves attacks. Though each unit does resolve individually, the attack system takes into account the time and direction of other attacks on the same defender and alters the odds to represent the massing of force. There are advantages and disadvantages to such massing, however. Though each subsequent attack during the same time period has additives, these can be mitigated, or even produce an overall degradation of the attack, if too much comes in from the same attack axis. This is to account for simple flow and massing problems. Traffic jams! If you are trying to time a massed assault, bringing it in from two or more axis will normally give better results since the defender will not be as able to move reserves to cover the attacks. Also, one should not underestimate the advantages of sequenced attacks staged to hit the enemy as they just come out of a battle and are not yet back into position or, better yet, are starting to retreat. The rather novel system that allows players to specify the day and time of day for actions allows remarkable flexibility in planning, though something almost always goes wrong . . . Otherwise, I found the review very reflective of the game.

Traffic jams?! Give us the D.A.K. and a secure supply line and we could even solve Los Angeles' "massing problems." Seriously, thanks for the insights. Wilson notes that the HQ's had indeed been moved on most of the occasions when units had apparently been relieved and the program still considered them out of the line of command/supply.

Land of the Lounge Letters

Thanks for having the guts to print an article containing criticism of you *[Ed.: Part III of "Goodbye 'G' Ratings" in CGW #43."]*. That shows the highest journalistic values in terms of tolerance and free speech. I also generally enjoyed the series. Sierra markets many fine products and shouldn't be targeted for retribution for their choice to sell a particular product to a particular group. Let the *market* decide.

John Coombs
Salem, OR

I, personally, have not purchased *Leisure Suit Larry* and do not plan to. However, my reasons for not purchasing Larry have nothing to do with the subject matter. Rather, I have, for the most part, lost interest in adventure games, because their re-playability tends to be low. But, the fact that I don't plan to purchase the game has no influence on the content, subject, or execution of the game. I have seen another of Sierra's adventure games (*Space Quest I*) and was very impressed by the crispness of the game. It's almost enough to get me back to adventures.

I think that Sierra has taken the first tentative step toward making computer games appeal to a wider range of people. The subject matter *is* adult and this fact is clearly displayed on the packaging. In an age when children can go to the nearest newsstand and purchase any of the various semi-pornographic magazines available, it is surprising that a reasonably innocuous game has been chosen as the scapegoat.

In closing, let me say that I applaud Sierra for being willing to attempt something a little less "ordinary." I think that your three articles in CGW present exactly the points that need to be made. People don't *have* to purchase anything that they don't want, so let's let the consumers decide.

Benjamin M. Cohen
Jersey City, NJ

I read with interest John Williams' article on "Adult oriented" software. Beyond the obvious self-serving purpose of promoting one of Sierra's products, I found the article to be very interesting, but I believe Mr. Williams missed perhaps the most salient point that needs to be made about current software—much of it is already "pornographic" in that it either glorifies or makes light of violence and death. (One has to look no further than the Konami ad on page 15 of CGW #43). I find it ironic in the extreme that parents would object to their children playing *Leisure Suit Larry* but would not mind them playing *Rush'n Attack* or *Contra*. For myself (I have a 10 year old and a 17 year old), I would certainly rather they be exposed to silly sex than violence.

I am not hopeful that this situation will change (indeed it is symptomatic of our culture that we allow exposure of our children to violence but insulate them from sexual love), but it sure seems to me that the Emperor has no clothes and the fact needed to be stated.

Bob Toole
Louisville, KY

In addition to these letters which seem more concerned about censorship than the content of the games discussed in the "Goodbye 'G' Ratings" series, we also received mail which reflected almost an exact 50/50 split and stated that the sender was either for or against adult software in general. Our position has always been that the choice of appropriate games should be made by informed individuals. We help to inform those individuals, but the packaging should warn about potentially controversial contents, as well.

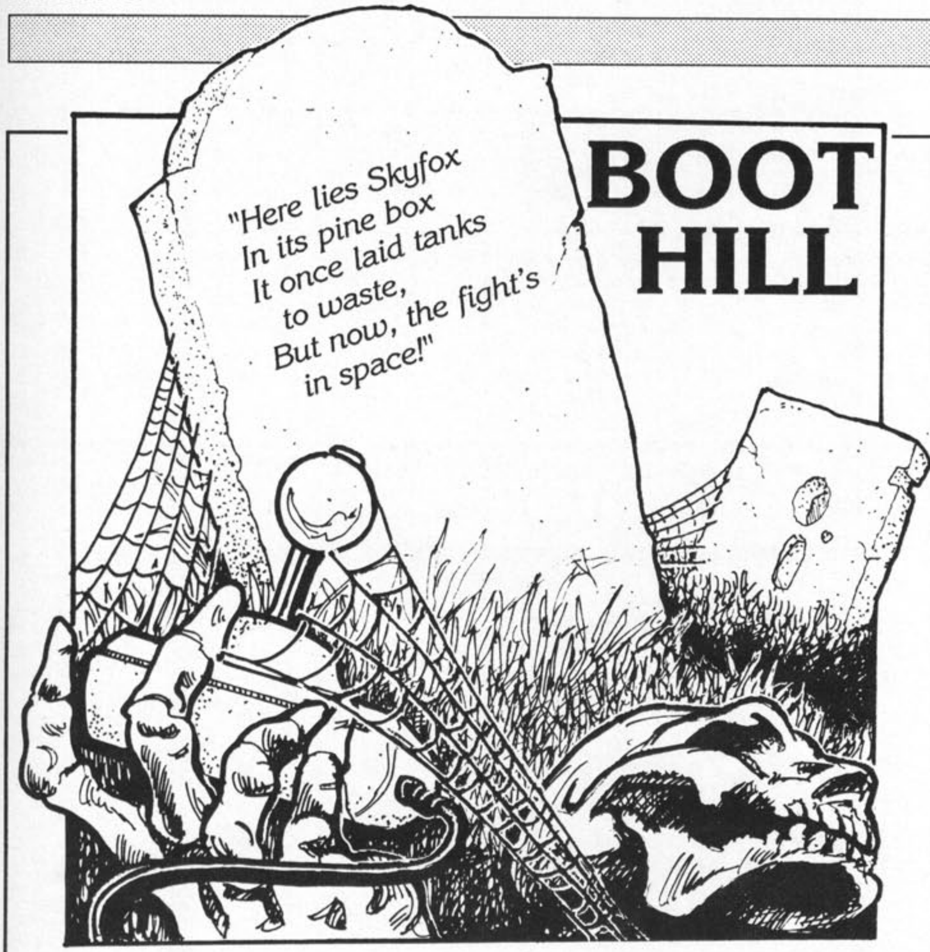
No Bugs on the Sloop, "High Seas"

In the January issue of *CGW* (#43), I used the word "bug" in my review of **Garde**'s *High Seas*. The word "bug" implies some sort of mistake or oversight in the coding of the program and the allegation that some exist is, quite naturally, taken seriously by all ethical programmers. Ralph Bosson, the author of High Seas, has convinced me that the events I described are not bugs but "features". That is to say, the program was intentionally designed to behave this way.

Ralph's explanation was that when a ship does not perform the maneuver that you've ordered, it's because the ship doesn't have enough speed to do that and the crew has performed a different maneuver instead (to cover up the Captain's incompetence?). As for shooting at ships that appear hidden behind others, the assumption is made that since the ships are moving, each gun will have a clear shot either ahead or behind the obstructing vessel at some point during a two-minute "turn". The target ship is drawn in front of the obstructing ship on the screen during the act of firing so that you can more easily identify which one is the target. The game does reduce the number of hits you get when you fire at an obstructed target to reflect the greater difficulty in aiming.

Using the label "feature" instead of "bug" does not change my opinion of High Seas or my somewhat limited recommendation of it. I do feel Ralph is right and want to correct my scurrilous use of the word "bug". I've learned my lesson. I will never use the word again without first checking with the author of the program!

Bob Proctor
San Rafael



BOOT HILL

This department is intended to be a computer games swap meet/town hall for our readers. We charge $10.00 per 25 words for personal ads and selling/trading games, books or magazines (but only $5.00 per 25 words for opponents wanted). Games must be production copies, not pirated duplications. Send your classified ad *and check* to:

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P.O. Box 4566
Anaheim, CA 92803-4566
Attention: Boot Hill

Make check payable to Computer Gaming World. *Caveat Emptor*: CGW assumes no responsibility for classified ad claims.

SSI Wargamer seeks experienced opponent within Merrimack Valley, MA for serious World War II, Civil War, etc. battles. Contact Tony (Days: 863-8330/Eves: 687-2331).

C-64/128: Mech Brigade, Cosmic Balance, Battle of Antietam, Germany 1985, Carrier Force, Knights/Desert, M.U.L.E. All at 1/3 retail price (delivery inc.). H. Harmon, 13942 Towneway, Sugar Land, TX 77478.

Atari ST and Amiga games! Cheap! SASE for list. Peter Olafson, 125 Highland Ave. Apt. 2, Middletown, NY 10940 or phone (914) 344-1444 and leave a message.

Complete collection of CGW from 1.1 through #42 - $80.00 (delivery inc.). All issues are in excellent condition. Contact John J. Weber, M.D., 3910 Ingraham St. #14-206, San Diego, CA 92109.

Att: Warship and Battlecruiser players. Naval Orders of Battle: 1905-1945. Send SASE for current listings or requests to: Adventure Games, 9711 Dublin Canyon Rd., Castro Valley, CA 94552.

Original C-64/128 disks and manuals for sale (delivery inc.):
Touchdown Football (EA) $12.00, Mech Brigade (SSI) $35.00, GFL Football (Gamestar) $18.00. (516) 483-9430 or (516) 575-1218. Ask for Jack.

Mint Software: Atari 8-bit - Archon II, Heart Africa, Gulf Strike ($7); C-64 - Elite, Jet, Computer Quarterback ($10), plus 30 more. Call Mike Russo, toll-free, 1-800-225-4569, 9-5 EST.

IBM: Several recent games to trade. Would also like PBM opponents for Empire. Steve DeWall, 521 Albers Lane, Bethalto, IL 62010

IBM: Mint condition. All King's Quests, Infiltrator, GATO, and much more. $15.00 each. For list: Carlos Granados, 630 S.E. 9th Avenue, Pompano Beach, FL 33060

(Continued from page 31)



starbase outlined. Players must use the map of Cygnus provided in the documentation to find the selected starbase and type in the first four letters of that starbase's name. The map is printed on navy blue paper with navy blue ink. This makes the map hard to photocopy. Thus is serves as part of the copy protection of the product.

Once docked, starbase crews immediately begin recharging the nuclear cells and reloading photon bombs. Players may use the repair command in order to view a schematic diagram of the warp fighter.

Players should direct repair crews to the most critical damages as a priority. This is important because Xenomorphs may attack the starbase and force an emergency defense launch before all repairs are complete.

The graphics are attractive and efficient; the game offers plenty of action, regardless of what level players choose to play at; and the weapon system offers enough diversity to keep players from becoming bored with simply pushing the joystick button. In addition, players will need to use 28 command keys, as well as the joystick, in order to gain any real competence. Those who enjoyed *Arcticfox* and the original *Skyfox* will enjoy *Skyfox II* even more. But one does not need to play the earlier games to enjoy this one. If you appreciate cockpit oriented space war games, this could be your cup of neutron disrupters, sweetened with a little photon jolt juice.

Game Ratings

Whisking all those venerable classics off into the CGW Hall of Fame certainly opened up the Top 10 titles on both sides of the ratings. "Stealth Fighter" was on target for the number one spot in the Action/Adventure category before "Starflight" could even pick it up on sensors. Microprose has to be happy with having three out of the top five games in this category and Sir-Tech must be commended for having all three sequels to Hall of Fame Member "Wizardry I" in the top ten.

"Gettysburg" continues to fortify its position as number one in the Strategy category, but the would-be alien conquerors from "Empire" are reconnoitering that position by means of an intial rating of 7.59. Meanwhile, "Earl Weaver Baseball" has caught pennant fever and reached the top ten. That rarified air in the top ten has seldom been breathed by a sports simulation. SSI has three titles in the top five and SSG has all six of its titles in the top 15.

Strategy Top 50

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Gettysburg	SSI	Many	9	48	7.67
Empire	Intstel	ST,I	1	32	7.59
Battle of Antietam	SSI	Many	9	43	7.23
Rebel Charge	SSI	Many	3	26	7.22
Earl Weaver Bsball	EA	Am,I	2	33	7.20
Seven Cities Gold	EA	Many	7	118	7.20
Russia	SSG	Ap,C	5	30	7.18
War in So. Pac.	SSI	Ap,C	3	20	7.18
Carriers at War	SSG	C,Ap	4	81	7.17
Europe Ablaze	SSG	C,Ap	6	36	7.17
Halls Montezuma	SSG	C,Ap	1	27	7.15
Crusade in Europe	MicPr	Many	6	68	7.14
Reach for Stars	SSG	C,Ap	4	50	7.12
Battlefront	SSG	Ap,C	6	34	7.11
Battlegroup	SSI	C,Ap	3	37	7.11
Ancient Art of War	Brodr	I,M	8	34	7.10
Computer Baseball	SSI	All	6	36	7.10
Micro Lg Baseball	MicLg	All	3	34	7.09
Star Fleet I	Intstel	Many	5	38	7.08
Balance of Power	Mndscp	M,I	4	28	7.07
Colonial Conquest	SSI	C,At	3	60	7.07
Decision in Desert	MicPr	Many	9	36	7.06
Oper Mkt Garden	SSI	Many	4	58	7.06
Silent Service	MicPr	Many	6	108	7.06
Under Fire	AH	Ap	6	23	7.06
NFL Challenge	XOR	I,M	5	20	7.05
3-in-1 Football	Hafner	Many	2	20	7.05
Anc Art War Sea	Brdrbd	I	2	25	7.04
Carrier Force	SSI	C,Ap,At	5	108	7.04
Flight Sim II	SubLg	Many	6	84	7.03
Defender Crown	MstDsg	Many	7	44	7.01
Blue Powder, Grey	Garde	C,Ap	1	20	6.95
Breakthru Ardennes	SSI	C,Ap,At	3	44	6.95
Lords of Conquest	EA	Many	3	42	6.93
Field of Fire	SSI	Ap,C,At	5	67	6.92
U.S.A.A.F.	SSI	C,Ap,At	2	26	6.92
Ace of Aces	Accld	Many	1	28	6.86
Breach	Omtrnd	Am,ST,I	1	32	6.81
Roadwar 2000	SSI	Many	3	34	6.80
Computer Ambush	SSI	Many	6	49	6.78
Gato	SpHb	Many	3	79	6.77
Warship	SSI	Ap,At,C	3	44	6.76
Gulf Strike	AH	Many	4	33	6.75
No. Atlantic '86	SSI	Ap,M	2	72	6.65
Conflict in Viet	SSI	Many	5	21	6.63
Battlecruiser	SSI	Ap,At,C	3	29	6.61
Knights of Desert	SSI	Many	5	63	6.61
Chickamauga	GDW	At,C	2	26	6.60
Fifth Eskadra	SimCan	Ap,C,ST	2	20	6.53
Battles Normandy	SSG	Ap,C	1	35	6.46

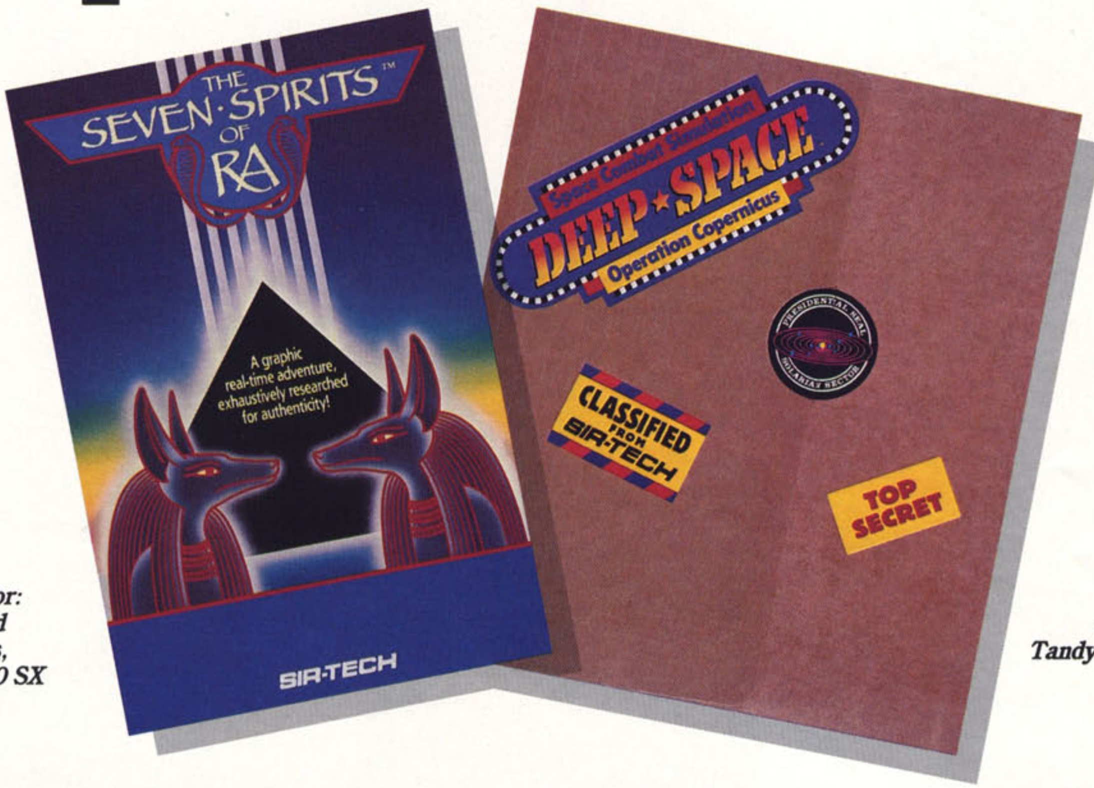
Adventure/Action Top 50

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Stealth Fighter	MicPr	C	1	20	7.75
Gunship	MicPr	C, I	7	46	7.58
Starflight	EA	I	9	40	7.58
Might and Magic	NewWrd	Ap,C,I	7	35	7.54
Pirates	MicPr	C,Ap	3	30	7.44
Bard's Tale II	EA	Ap,C	7	49	7.35
Return of Werdna	SirTc	Ap	1	20	7.25
Legacy of Llygamyn	SirTc	Ap,I	7	58	7.18
Knight of Diamonds	SirTc	Ap,I	11	55	7.17
Borrowed Time	Actvsn	Ap,C	1	27	7.15
Archon I	EA	Many	10	98	7.14
Choplifter	Brdrbnd	Ap,C	4	79	7.13
One on One	EA	Many	7	74	7.13
Phantasie	SSI	Many	10	68	7.13
Elite	Fireb	C,Ap,I	5	45	7.10
Wizard's Crown	SSI	Many	10	56	7.10
Zork Series	Infcm	Many	7	122	7.09
Spellbreaker	Infcm	Many	5	24	7.09
Pinball Const. Set	EA	Many	4	47	7.08
Lode Runner	EA	Many	6	60	7.07
Questron	SSI	C,Ap,At	6	90	7.07
Sorcerer	Infcm	Many	5	58	7.07
Phantasie II	SSI	Many	6	36	7.07
World Class Ldr Bd	Access	C	3	23	7.04
Enchanter	Infcm	Many	4	45	7.02
Airborne Ranger	MicPr	C	1	30	7.00
Ultima II	Orign	Ap	8	61	7.00
Leather Goddesses	Inf	Many	2	31	6.98
Winter Games	Epyx	Many	1	37	6.97
Ultima I	Orign	Ap,C	2	48	6.96
Auto Duel	Orign	Many	2	65	6.95
Moebius	Orign	Many	1	21	6.95
Deadline	Infcm	Ap,At,I	3	44	6.94
Rogue	Epyx	Many	1	26	6.92
Galactic Advntres	SSI	Ap,At	4	35	6.90
Legacy Ancients	EA	Ap,C	1	49	6.90
Eternal Dagger	SSI	Ap,At,C	2	29	6.88
King's Quest II	Sierra	Ap,ST,I	3	20	6.88
Hitchhiker's Guide	Infcm	Many	4	108	6.86
Planetfall	Infcm	Many	3	51	6.86
Trinity	Infcm	Many	1	22	6.82
Summer Games	Epyx	Many	2	35	6.79
Wishbringer	Infcm	Many	3	36	6.79
Racing Dest Set	EA	C,At	3	49	6.78
Phantasie III	SSI	Many	2	26	6.76
Hardball	Accld	Many	8	43	6.73
Marble Madness	EA	Many	2	20	6.71
Ballblazer	Epyx	At,C	3	66	6.68
Adventure Con. Set	EA	Many	3	57	6.72
Archon II	EA	C,Ap,At	4	76	6.64

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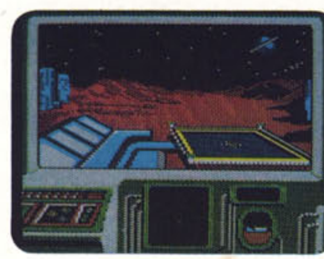


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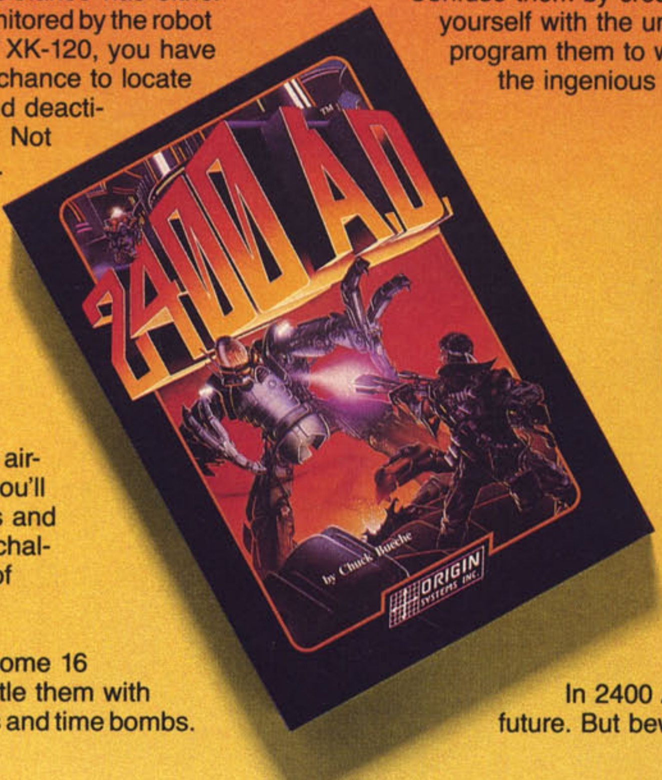
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